PRIMA'S OFFICIAL STRATEGY GUIDE

POKÉMON™ STADIUM

STRATEGIES FOR ALL BATTLE MODES!

Jeff Barton
Mario De Govia
Tri Pham
Kevin Sakamoto
Donato Tica

PRIMA® GAMES
NINTENDO 64
Official Nintendo Licensed Product
primagames.com

primagames.com

primagames.com
The Most Trusted Name in Games™

HOME PC SONY NINTENDO SEGA MAC

Prima Game News

It's a Dreamcast Day
The brand new Sega Dreamcast was first available to rent Thursday at more than 1,000 Hollywood Video locations. Get the full story! And right now, if you rent the Dreamcast from a participating Hollywood Video store, youill get a coupon good for $10.00 off a Dreamcast system purchase at Electronics Boutique. Find out more.

Bill Suffers from Bout of Generosity
Microsoft Corp. has announced its plans to team with hardware manufacturer Lan Plus to offer a free computer to customers who sign up for three years of its Internet service. Find out more about Billis latest scheme to take over the world.

Come On, George, Throw Me A Freakin' Bone!
Owners of LucasArtsi *Rogue Squadron* will get to add a tasty little item to their arsenal this Friday. The game developer announced in a joint press release, along with Nintendo, the availability of the sleek, silver and yellow Naboo Fighter featured in "Star Wars: Episode I: The Phantom Menace."

Lara Croft Wants To Go Home With You
Can life get any better than this? As you read this, Eidos is giving away *Tomb Raider II Gold* on their Web site! We went there to see if this was really true, and found that a little hunting around was necessary.

Free help on the hottest new Star Wars titles.

Star Wars mania has spread to the gaming world! *Star Wars: Episode I Racer* allows players to contend as Anakin, arch-enemy Sebulba, and more than 22 other Podracers on the Tatooine circuit. Wager your future at the infamous Boonta Eve Classic using the exclusive Prima Fast Track Guide to *Star Wars: Episode I Racer.*

Jedi Knights contend on the occupied planet of Naboo in *Star Wars: Episode I—The Phantom Menace.* The Prima Fast Track Guide to *Star Wars: Episode I—The Phantom Menace* will hone your skills faster than a lightsaber can go iPssstfvtt!

And you can help Jar Jar Binks colonize a Naboo moon in *Gungan Frontier.* Get all the inside info from the Prima Fast Track Guide to *Gungan Frontier.*

-Sony News-
GT Takes the Checkered Flag
PlayStation 2 News
Electronic Arts and

July 16, 1999

PRIMA GAMES
Prima Fast Track Guides™
All Titles
SEARCH
About Prima
Prima Deutschland
Fan Site Info
FAQs · Contact
Site Map
COOL STUFF
Microsoft
Every Saga Has a Beginning...
NEW TITLES
ALIENS VERSUS PREDATOR

STAR WARS THE GUNGAN FRONTIER

ABOUT THE BOOK | PRIMAGAMES.COM | The Most Trusted Name In Games™

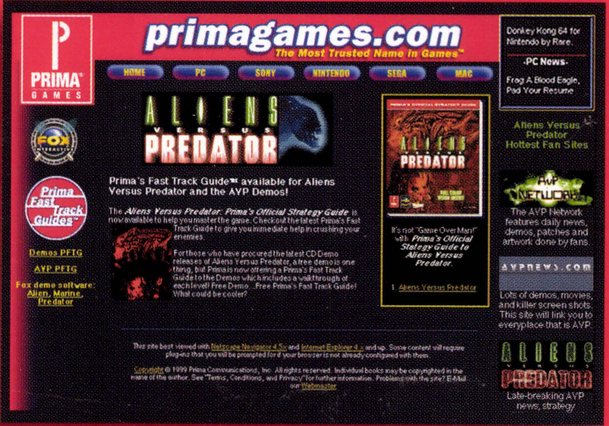
INTRODUCTION

This **Prima Fast Track Guide** for *The Gungan Frontier* contains strategies to help you succeed in each of the missions. It also includes tips to make your job a little easier.

For those desiring to master this game, ***Star Wars Episode I The Gungan Frontier: Prima's Official Strategy Guide*** includes much more detailed and specific help. How to make the most of the interface, detailed descriptions of plant and animal, and tips on how the various species interact with one another are just some of the goodies available in the official strategy guide.

Index

Introduction
Mission 1
Mission 2
Mission 3
Mission 4
Mission 5
Mission 6



primagames.com
The Most Trusted Name in Games™

HOME PC SONY NINTENDO SEGA MAC

Prima's Fast Track Guide℠ available for Aliens Versus Predator and the AVP Demos!

The ***Aliens Versus Predator: Prima's Official Strategy Guide*** is now available to help you master the game. Check out the latest Prima's Fast Track Guide to give you immediate help in crushing your enemies.

For those who have procured the latest CD Demo releases of Aliens Versus Predator, a free demo is one thing, but Prima is now offering a Prima's Fast Track Guide to the Demos which includes a walkthrough of each level! Free Demo...Free Prima's Fast Track Guide! What could be cooler?

It's not "Game Over Man!" with ***Prima's Official Stategy Guide to Aliens Versus Predator.***

1. Aliens Versus Predator

Donkey Kong 64 for Nintendo by Rare.
-PC News-
Frag A Blood Eagle, Pad Your Resume

Aliens Versus Predator Hottest Fan Sites

The AVP Network features daily news, demos, patches and artwork done by fans.

Lots of demos, movies, and killer screen shots. This site will link you to everyplace that is AVP.

Late-breaking AVP news, strategy

This site best viewed with Netscape Navigator 4.5x and Internet Explorer 4.x and up. Some content will require plug-ins that you will be prompted for if your browser is not already configured with them.

Copyright © 1999 Prima Communications, Inc. All rights reserved. Individual books may be copyrighted in the name of the author. See "Terms, Conditions, and Privacy" for further information. Problems with the site? E-Mail our Webmaster

Over 200

Prima Fast Track Guides™

With many more to come—

NEW, FREE, online strategy guides

EVERY WEEK!

Check daily for the latest:

- ***News***
- ***Interviews***
- ***Cheat Codes***
- ***And More!***

For the PC, Sony PlayStation, Sega Dreamcast, Nintendo 64, Game Boy, and Mac

PRIMA® GAMES

Prima Fast Track Guides™

We've got strategy covered™

Pokémon™ Stadium

Prima's Official Strategy Guide

Jeff Barton
Mario De Govia
Tri Pham
Kevin Sakamoto
Donato Tica

Prima Games
A Division of Prima Communications, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000
www.primagames.com

The Prima Games logo is a trademark of Prima Communications, Inc. Prima Publishing(r) is a registered trademark of Prima Communications, Inc., registered in the U.S. Patent and Trademark Office.

© 2000 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Project Editors: Jill Hinckley, Brooke N. Raymond
Product Manager: Sara E. Wilson

Pokémon Stadium™ ©1995–2000 Nintendo/Creatures inc./GAME FREAK inc.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:
Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-2278-6
Library of Congress Catalog Card Number: 99-63696
Printed in the United States of America

00 01 02 03 GG 10 9 8 7 6 5 4 3 2 1

Contents

- Introduction 2
- Opening Screen 3
  - Battle Now! 3
  - Pokémon Stadium 3
  - Event Battle 3
  - Gallery 3
  - Options 3
- Battle Basics 4
  - May I Bring Some Friends Along? 4
  - Pokémon for Hire 5
  - Battle Basics 5
  - Strengths and Weaknesses 7
  - A Final Thought 7
- Part of a Fighting Club 8
- *Pokémon Stadium* Pokémon Lab 9
  - The Professor's Powerful PC 9
  - The Pokémon TRADE SERVICE 10
  - Game Pak Selecting Machine 11
  - Check Out Your Pokémon in Detail 11
- Petit Cup—The Small Scrappers 12
  - Rental Recommendations 12
- Pika Cup—Low Level, High Energy 14
  - Rental Recommendations 14
- Poké Cup 16
  - Poké Ball 16
  - Great Ball 16
  - Ultra Ball 18
  - Master Ball 20
- Prime Cup 22
  - Poké Ball 25
  - Great Ball 25
  - Ultra Ball 27
  - Master Ball 29
- Victory Palace 31
- Gym Leader Castle 33
  - Pewter Gym 34
  - Cerulean Gym 36
  - Vermilion Gym 37
  - Celadon Gym 38
  - Fuchsia Gym 40
  - Saffron Gym 41
  - Cinnabar Gym 42
  - Viridian Gym 44
  - Elite Four Castle 45
- Free Battle 47
- Kids Club: Just for Fun 48
  - The Setup 48
  - The Mini-Games 49
  - Who's the Best 54
- GB Tower: Pokémon on TV! 55
  - Starting Up 55
- VS. Event Battle 56
- Round 2: Halfway There …. 57
  - Rental Recommendations 57
  - We Believe You 57
  - Petit Cup Round 2 58
  - Pika Cup Round 2 59
  - Poké Cup Round 2 60
  - Prime Cup Round 2 64
  - Gym Leader Castle Round 2 68
- Secrets, Bonuses, and the Unexpected 73
  - Mewtwo Battles 73
  - Bonus Stickers 74
  - Doduo Game Boy and Dodrio Game Boy 74
  - Amnesia Psyduck 75
  - Gym Leader Castle Pokémon 76
- Pokémon Gallery 76
- Petit Cup Index 77
- Pika Cup Index 77
- Poké Cup Index 79
- Prime Cup Index 81
- Gym Leader Index 84
- Pokédex Supplement 86
- Skills List 105

INTRODUCTION

Pokémon Stadium is like no other game in the Pokémon catalogue. *Stadium*, with its stunning graphics and excellent animations, focuses on Pokémon battles. You can pit your favorite Pokémon against a range of computer-controlled Trainers, or against your real-life friends.

The STADIUM where tournaments are held. Test the mettle of your Pokémon with four sets of rules.

Welcome to *Pokémon Stadium*. Fight well!

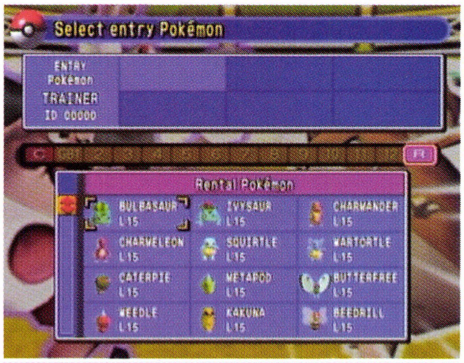
Unlike other battle games, *Pokémon Stadium* doesn't force you to use standard, locked-in fighters. Instead, you can use the Pokémon you've raised on your Game Boy *Pokémon* game.

If you'd like, you can even rent the Pokémon you use. Sometimes you may need one or two rentals to fill out your roster. Feel free to mix and match.

In this guide, we cover all aspects of *Pokémon Stadium*. From the basics to the Prime Cup, you'll learn how to prepare for the long competitions and fierce opposing Trainers.

First, you'll learn how to move around. Then we cover the basics of Transfer Paks. Next, this guide shows you how to control your Pokémon in battle.

The bulk of this book focuses on the Stadium itself—all cups, as well as the Pokémon Lab, Victory Palace, Gym Leader Castle, Free Battle, and Kids Club. We'll also introduce you to the GB Tower, where you can use your Game Boy *Pokémon* game right there on the big screen!


Select entry Pokémon
ENTRY Pokémon
TRAINER
ID 00000
Rental Pokémon
BULBASAUR L15
IVYSAUR L15
CHARMANDER L15
CHARMELEON L15
SQUIRTLE L15
WARTORTLE L15
CATERPIE L15
METAPOD L15
BUTTERFREE L15
WEEDLE L15
KAKUNA L15
BEEDRILL L15

The rental stock isn't shabby.

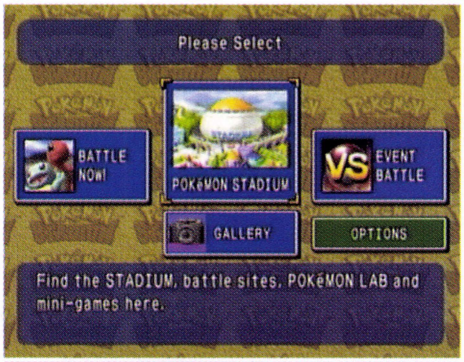
PRIME CUP
MASTER BALL
BATTLE 5

In tournaments, you may have to defeat as many as eight Trainers. That's a lot of battles!

Finally, statistics: you'll find a full Pokédex, a skills list, and complete charts of *every* rental Pokémon's stats.

It's a lot of information to take in, but you'll agree it was worth it when you can gaze on your Pokémon trophy case and see every honor and award a *Pokémon Stadium* master can receive! Good luck, and fight well!

OPENING SCREEN



Find the STADIUM, battle sites, POKéMON LAB and mini-games here.

Are you ready?

It all begins at the Opening Screen. You have four areas to explore and an Options screen where you can adjust your settings. Your choices here decide what type of game you'll play. Use the Control Pad to highlight the boxes you want.

Battle Now!

Choose Battle Now! if you want to fight right now. Each player receives six Pokémon. Choose three to send into the one-on-one battle with the computer or a friend.

Pokémon Stadium

You'll spend most of your time at the Pokémon Stadium, where you'll put your Pokémon training skills to the test against other Trainers in the Stadium itself.

***Pokémon Stadium* gives you a number of options. You can organize and trade Pokémon at the Pokémon Lab. The Kids Club offers a collection of minigames up to four players can enjoy at once. Go to Gym Leader Castle to test your skills against the familiar Gym Leaders. Or send your Pokémon against your friends' or the computer's in *Pokémon Stadium*'s Free Battle arena. Finally, after proving yourself in the Stadium tournaments, you can immortalize your Pokémon at the Victory Palace. Are you good enough?**

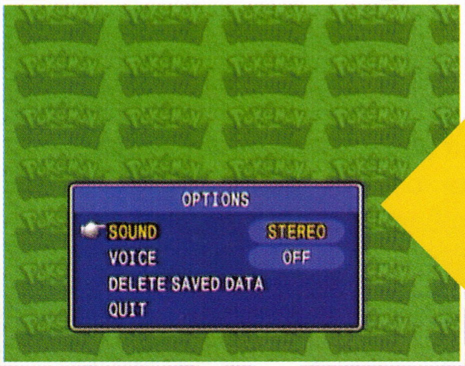
Event Battle

Time to call in reinforcements. Use the Pokémon you've trained on your GB Game Pak in these two-player Event Battles. Challenge your friends to pit their Pokémon against yours at the Cup Stadiums.

Gallery

Your favorite Pokémon can be a supermodel in the Gallery. Take pictures of your Pokémon and take them to a *Pokémon Snap* Station to print them out.

Options



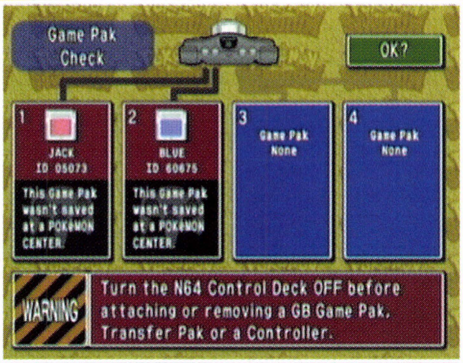
SOUND STEREO
VOICE OFF

This is your standard Options screen. Come here to change sound and voice options, or to delete data you've saved.

BATTLE BASICS

All right, listen up! You need to know a few things and make a few decisions before you jump into the ring, and we're here to help. This section covers Transfer Pak basics and how to choose your Pokémon for competition.

May I Bring Some Friends Along?



JACK ID 05073
This Game Pak wasn't saved at a POKéMON CENTER.

BLUE ID 60675
This Game Pak wasn't saved at a POKéMON CENTER.

Turn the N64 Control Deck OFF before attaching or removing a GB Game Pak, Transfer Pak or a Controller.

When you insert your Transfer Pak, the screen information will include your Trainer name and ID number.

Maybe you're just itching to see how well you've trained your Pokémon. You want to compete against the finest that *Pokémon Stadium* has to offer. The Transfer Pak makes it possible to use your own lovingly-raised Pokémon in Stadium battles.

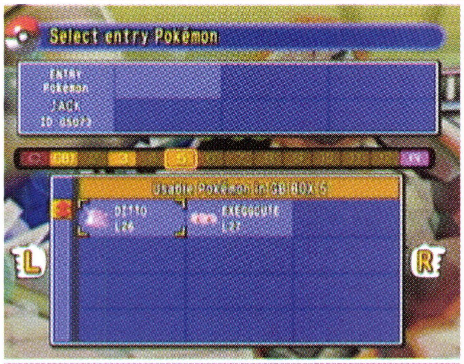
Slap a Transfer Pak into your N64 controller and your Game Boy *Pokémon* game into the Transfer Pak.

When the Transfer Pak and Game Boy game are in place, switch on the N64. Now you can access all your Game Boy information within *Pokémon Stadium*.

Most tournaments restrict which Pokémon can enter by level or size or both. But don't worry, the tournament's selection screen will tell you which Pokémon you can use.

Note

The *Pokémon Stadium* manual provides detailed instructions on how to use the Transfer Paks. Read it carefully before using your Pak.



JACK ID 05073

DITTO L26

EXEGGCUTE L27

Each tournament's selection screen tells you which Pokémon you can use from your Game Boy.

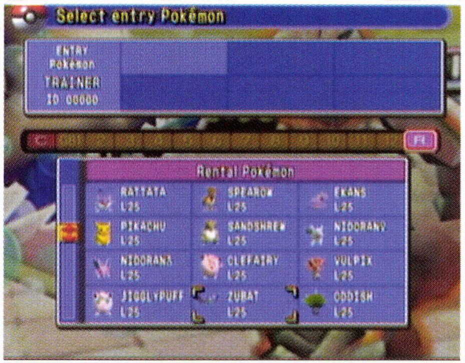
Note

Insert the Transfer Pak and Game Boy game when your N64 deck is *off*! Then turn it on. Do *not* remove either the Game Boy *Pokémon* game or the Transfer Pak while the N64 is on, or you may damage the games or your deck.

You can use *Pokémon Stadium* to organize your Pokémon, as well. Use Professor Oak's PC in the Pokémon Lab to move Pokémon between boxes, change your lineup, and organize Items. It's much easier to do all this in *Pokémon Stadium* than it is on the Game Boy. Pay a visit and make your Game Boy *Pokémon* game a bit smoother.

Pokémon for Hire

What if you don't have six Level 100 Pokémon? Or what if you have some Level 30 Pokémon and some Level 8 Pokémon, but nothing between levels 15 and 20?


Select entry Pokémon
ENTRY Pokémon
TRAINER
ID 00000
Rental Pokémon
RATTATA L25
SPEAROW L25
EKANS L25
PIKACHU L25
SANDSHREW L25
NIDORAN♂ L25
NIDORAN♀ L25
CLEFAIRY L25
VULPIX L25
JIGGLYPUFF L25
ZUBAT L25
ODDISH L25

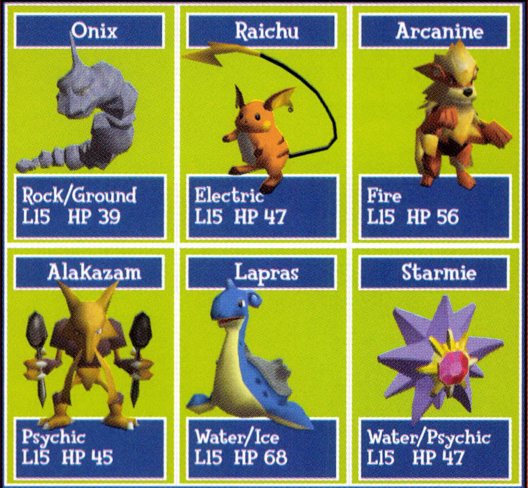
***Pokémon Stadium*'s rentals are ready for you.**

No problem. *Pokémon Stadium* has a large stock of Pokémon you can rent. Although using them has some drawbacks, it's possible to defeat every tournament with rentals.

The greatest drawback to using rental Pokémon is that they're all of the lowest possible level for entering Cup battles. For example, the Petit Cup allows levels 25–30, so all the rental Pokémon you use will be Level 25. Your opponents, on the other hand, will have several higher level Pokémon.

This guide features our recommendations for rental Pokémon teams we've found effective. They look like this:

Rental Recommendations


Onix
Rock/Ground
L15 HP 39
Raichu
Electric
L15 HP 47
Arcanine
Fire
L15 HP 56
Alakazam
Psychic
L15 HP 45
Lapras
Water/Ice
L15 HP 68
Starmie
Water/Psychic
L15 HP 47

Tip

Lapras has both Water and Ice attacks. Starmie has a Psychic attack, a Water attack, *and* an Electric attack. Starmie's your standby against Psychic attacks, so make the most of it.

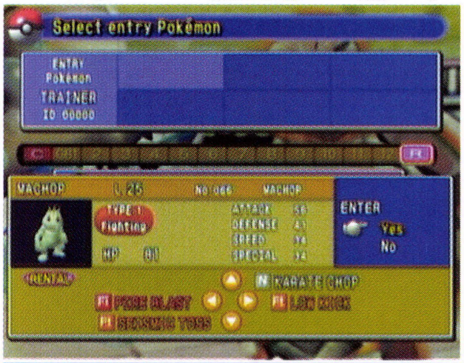
Your playing style may not mesh with what we recommend, so feel free to make adjustments. We won't be offended. Above all, use Pokémon you're comfortable with.

Battle Basics

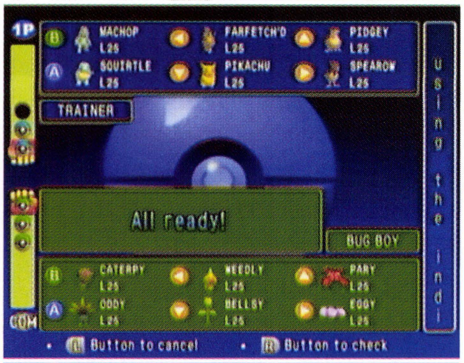
You should have a handle on what you're supposed to do. Now you just need to know how to do it.

Choose Your Weapons

Select the six Pokémon you'll use throughout the tournament. You may mix and match your personal Pokémon with rentals. When you choose one from the list, a box appears displaying type, stats, attacks, hit points—everything you need to know. Choose wisely.

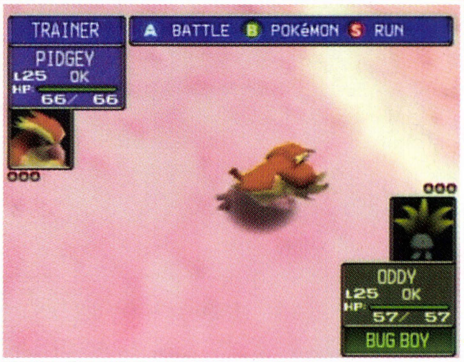

Select entry Pokémon
ENTRY Pokémon
TRAINER
ID 00000
MACHOP L25 No 066 MACHOP
TYPE 1 Fighting
HP 61
ATTACK 58
DEFENSE 43
SPEED 34
SPECIAL 34
ENTER
Yes
No
RENTAL
KARATE CHOP
FIRE BLAST
LOW KICK
SEISMIC TOSS

The variety of attack types may surprise you.


1P
MACHOP L25
FARFETCH'D L25
PIDGEY L25
SQUIRTLE L25
PIKACHU L25
SPEAROW L25
TRAINER
All ready!
BUG BOY
CATERPY L25
WEEDLY L25
PARY L25
ODDY L25
BELLSY L25
EGGY L25
COM
Button to cancel
Button to check
Using the indi

In this example, you'd choose at least one Flying type for your three fighters, because Bug Boy probably will use a Bug type.

When a tournament's first battle is announced, you may choose three Pokémon to be your champions against the opposing Trainer's team. Try to anticipate the types your opponent will choose to get a good match.


TRAINER
A BATTLE B POKéMON S RUN
PIDGEY
L25 OK
HP 66/ 66
ODDY
L25 OK
HP 57/ 57
BUG BOY

Which do you choose—fight or flight?

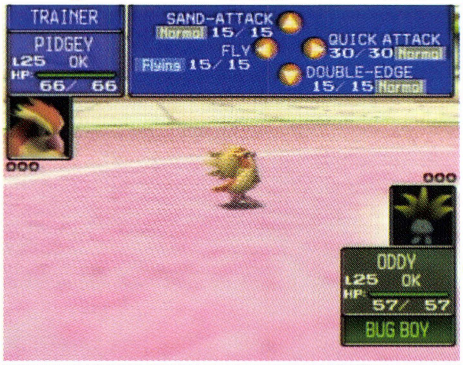
Decisions, Decisions

In the arena, you may

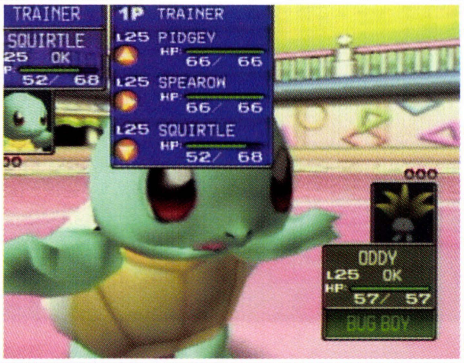
press Ⓐ to attack,
press Ⓑ to switch Pokémon,
or press (START) to quit the match.

After you press Ⓐ, you may press 🄻 to return to the first three choices, or press and hold 🅁 to see your attacks. Although attacks change from one Pokémon to another, you'll always use Ⓒ▲, Ⓒ▼, Ⓒ◀, and Ⓒ▶ to choose from among them.

For example, say you choose Squirtle as your first Pokémon. When the battle starts, your opponent chooses Pikachu. Uh oh! Squirtle, a Water type, won't stand a chance against an Electric type. Press Ⓑ to switch to a better Pokémon, preferably a Ground type. Then press 🅁 to view your choices, and Ⓒ▲, Ⓒ▶, and Ⓒ▼ to send out a different Pokémon.


TRAINER
PIDGEY
L25 OK
HP 66/ 66
SAND-ATTACK
Normal 15/ 15
FLY
Flying 15/ 15
QUICK ATTACK
30/ 30 Normal
DOUBLE-EDGE
15/ 15 Normal
ODDY
L25 OK
HP 57/ 57
BUG BOY

Check the type of each attack before you choose. Use the one that works best against the enemy Pokémon's type.


TRAINER
SQUIRTLE
25 OK
52/ 68
1P TRAINER
L25 PIDGEY
HP 66/ 66
L25 SPEAROW
HP 66/ 66
L25 SQUIRTLE
HP 52/ 68
ODDY
L25 OK
HP 57/ 57
BUG BOY

Find the best match, and send it out!

The Fine Print

Each Cup Tournament in *Pokémon Stadium* has its own rules. (For more on this, refer to the Cups section.) All share some basic ground rules, however:

Tip

It's OK to switch Pokémon. If you know you have a type that will wipe out your opponent, use it! Don't let another Pokémon take an unnecessary beating.

- A human player (you) will compete against a computer-controlled Trainer.
- You must enter six Pokémon that fulfill all entry requirements.
- Each of the six Pokémon must be unique. For example, you may not choose two Pikachu.
- For each battle, choose three Pokémon from the original six.
- The winning Trainer is the one who makes all opposing Pokémon faint.
- To win the Cup, you must win *all* the battles. Not most—*all*.
- You may not make two or more opposing Pokémon Sleep or Freeze at the same time. However, you may put one to Sleep and Freeze another.
- A Trainer's last Pokémon may not use Selfdestruct or Explosion.
- You cannot use any altered or enhanced Pokémon. Doing so may damage your equipment, so *don't do it*!

Strengths and Weaknesses

Refer to the following handy chart to make sure you choose the right Pokémon before a fight, and to decide when to switch out during a battle. The grid shows how each type fares against the others. For example, Electric type attacks have no effect on Ground type Pokémon. That's valuable information!

— = Normal
★ = x 4
■ = Damage x 2
▲ = ½ Damage
● = ¼ Damage
X = No effect

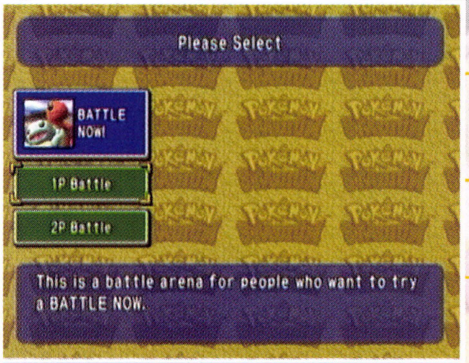
	Skill Types													
	NML	FIR	WAT	ICE	GRS	ELC	ROC	GRD	FGT	BUG	POS	FLY	PSY	GST
NORMAL	—	—	—	—	—	—	—	—	■	—	—	—	—	X
FIRE	—	▲	■	—	▲	—	■	■	—	▲	—	—	—	—
WATER	—	▲	▲	▲	■	■	—	—	—	—	—	—	—	—
GRASS	—	■	▲	■	▲	▲	—	▲	—	■	■	■	—	—
ELECTRIC	—	—	—	—	—	▲	—	■	—	—	—	▲	—	—
GROUND	—	—	■	■	■	X	▲	—	—	—	▲	—	—	—
FIGHTING	—	—	—	—	—	—	▲	—	—	▲	—	■	■	—
BUG	—	■	—	—	▲	—	■	▲	▲	—	■	■	—	—
POISON	—	—	—	—	▲	—	★	■	▲	■	▲	—	■	—
PSYCHIC	—	—	▲	—	—	—	■	—	▲	■	—	—	▲	X
DRAGON	—	▲	—	■	▲	▲	■	—	—	—	—	—	—	—
NORMAL–FLYING	—	—	■	■	▲	■	▲	X	—	▲	—	—	—	X
FIRE–FLYING	—	▲	▲	—	●	■	▲	X	▲	●	—	—	—	—
WATER–FLYING	—	▲	▲	—	—	★	—	X	▲	▲	—	—	—	—
WATER–ICE	—	—	▲	●	■	■	—	▲	■	—	—	—	—	—
WATER–FIGHTING	—	▲	▲	▲	■	■	■	—	—	▲	—	■	■	—
WATER–POISON	—	▲	▲	▲	—	■	▲	■	▲	—	▲	—	■	—
WATER–PSYCHIC	—	▲	▲	▲	■	■	—	—	▲	■	—	—	▲	X
ICE–FLYING	—	■	—	—	▲	■	—	X	■	▲	—	—	—	—
ICE–PSYCHIC	—	■	—	▲	—	—	X	—	—	■	—	—	▲	X
GRASS–POISON	—	■	▲	■	●	▲	—	—	▲	★	—	■	■	—
GRASS–PSYCHIC	—	■	▲	■	▲	▲	—	▲	▲	★	■	■	▲	X
ELECTRIC–FLYING	—	—	—	■	▲	—	▲	X	▲	▲	—	▲	—	—
ROCK–FLYING	▲	▲	■	■	—	■	X	X	—	▲	▲	▲	—	—
ROCK–GROUND	▲	▲	★	■	★	X	X	■	■	—	●	▲	—	—
ROCK–WATER	▲	●	—	▲	★	■	■	■	■	—	▲	▲	—	—
BUG–FLYING	—	■	—	■	●	■	■	X	●	▲	■	■	—	—
BUG–GRASS	—	★	▲	—	●	▲	X	●	▲	—	★	★	—	—
BUG–POISON	—	■	—	—	●	—	●	—	●	—	—	■	■	—
POISON–GROUND	—	—	■	—	—	X	—	■	▲	—	●	—	■	—
POISON–FLYING	—	—	—	■	●	■	■	X	●	▲	▲	—	■	—
GHOST–POISON	X	—	—	—	▲	—	X	■	X	▲	●	—	■	■
DRAGON–FLYING	—	▲	▲	★	●	—	■	X	▲	▲	—	—	—	—

A Final Thought

If you're familiar with the Pokémon games for the Game Boy, you'll have little trouble with *Pokémon Stadium.* The countless battles you waged as you scoured Pokémon Island prepared you well for Cup competition. You know the best types and attacks to use, so trust your instincts. When in doubt, consult the chart, or use our recommendations.

PART OF A FIGHTING CLUB

Welcome to Battle Now! for one or two players. You needn't choose six Pokémon to take into the arena for this mode of play. Instead, you'll receive six well-rounded Pokémon, and choose your team of three from among them.



Please Select

BATTLE NOW!

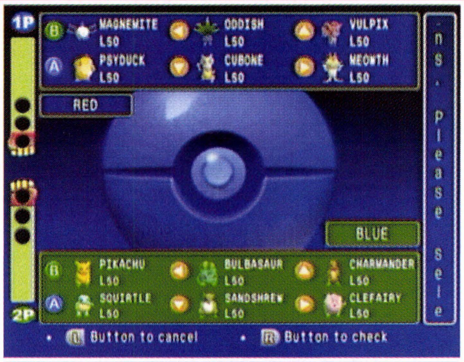
1P Battle

2P Battle

This is a battle arena for people who want to try a BATTLE NOW.

The quickest way to get your fight on.

Be sure you pick three Pokémon with a wide range of abilities. You want to be able to counter anything your opponent throws at you. And get to know the 12 Pokémon you see onscreen. These won't change. Every time you start a Battle Now!, the two teams will be the same, although they might switch between Player 1 and Player 2.



1P

MAGNEMITE L50

ODDISH L50

VULPIX L50

PSYDUCK L50

CUBONE L50

MEOWTH L50

RED

BLUE

PIKACHU L50

BULBASAUR L50

CHARMANDER L50

SQUIRTLE L50

SANDSHREW L50

CLEFAIRY L50

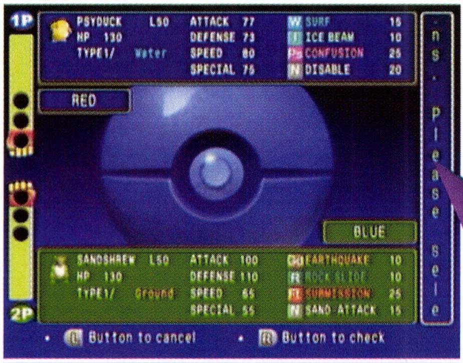
2P

• L Button to cancel • R Button to check

Choose the best three from the six you're given.

Tip

To check your Pokémon's attacks and types, press and hold R, and then press the button that corresponds to the Pokémon you want to know about.



1P

PSYDUCK L50 ATTACK 77 SURF 15

HP 130 DEFENSE 73 ICE BEAM 10

TYPE1/ Water SPEED 80 CONFUSION 25

SPECIAL 75 DISABLE 20

RED

BLUE

SANDSHREW L50 ATTACK 100 EARTHQUAKE 10

HP 130 DEFENSE 110 ROCK SLIDE 10

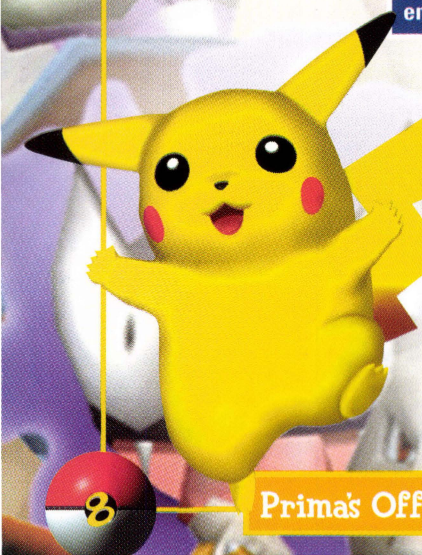
TYPE1/ Ground SPEED 65 SUBMISSION 25

SPECIAL 55 SAND-ATTACK 15

2P

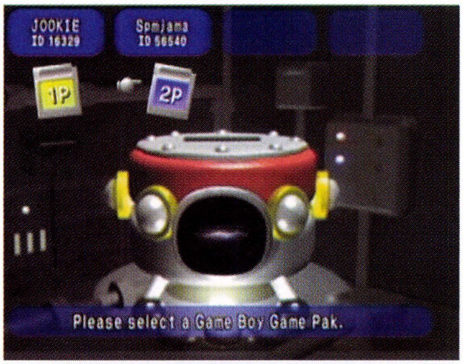
• L Button to cancel • R Button to check

Check out your Pokémon's stats before enlisting it.



POKÉMON STADIUM POKÉMON LAB

Bust out your Game Boy Game Pak. You'll need it here in Professor Oak's Pokémon Lab. He'll help you keep your Pokédex and Items in order. The Professor can even help when you trade Pokémon with friends.


JOOKIE
ID 16329
Spmjama
ID 56540
1P
2P

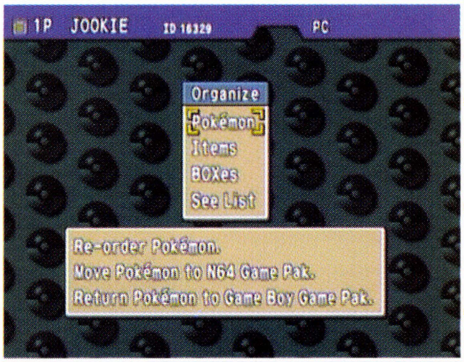
Please select a Game Boy Game Pak.

Choose the GB Game Pak you'd like to organize.

Inside this professor's cluttered Lab, you'll find one PC and three strange machines.

The Professor's Powerful PC

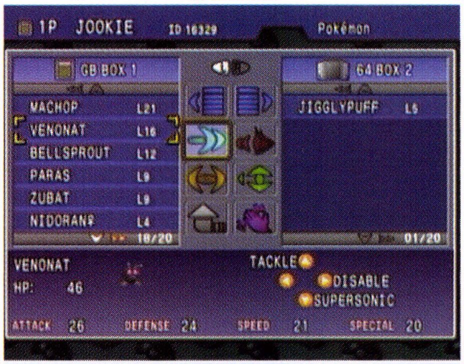
Use the PC on the far-left side of the Lab to organize the Items and Pokémon in your Pokédex.


1P JOOKIE ID 16329 PC
Organize
Pokémon
Items
BOXes
See List
Re-order Pokémon.
Move Pokémon to N64 Game Pak.
Return Pokémon to Game Boy Game Pak.

Use the PC to organize your Pokémon and Items.

Pokémon

After you access the PC, choose "Pokémon" to learn about your Pokémon and move them around. You can even transfer them to your N64 cartridge for storage. This allows you to do some interesting things, such as transferring Pokémon to a friend's GB Game Pak without trading.


1P JOOKIE ID 16329 Pokémon
GB BOX 1
64 BOX 2

MACHOP L21
VENONAT L16
BELLSPROUT L12
PARAS L9
ZUBAT L9
NIDORAN♀ L4
18/20

JIGGLYPUFF L6
01/20

VENONAT
HP: 46
TACKLE
DISABLE
SUPERSONIC
ATTACK 26 DEFENSE 24 SPEED 21 SPECIAL 20

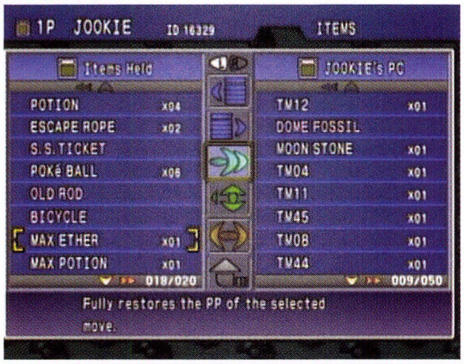
Now you can transfer Pokémon to your N64 cartridge.

Tip

If you want to start another game on your GB Game Pak, but you don't want to lose the Pokémon you've encountered thus far, just transfer them to your N64 cartridge. After you start your new game, transfer your Pokémon back to the Game Pak. Make sure your Trainer is at the right level to control the Pokémon after you transfer them to the new game. Otherwise, they'll run wild.

Items

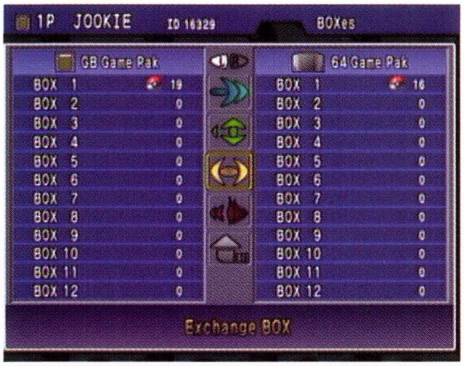
Although you can't use Items during *Pokémon Stadium* battles, you can rearrange them in your GB Game Pak by choosing the Items selection. This is also a good way to identify some of the Items you carry. Select an Item to view its description and stats at the bottom of the screen.


1P JOOKIE ID 16329 ITEMS

Items Held		JOOKIE's PC	
POTION	x04	TM12	x01
ESCAPE ROPE	x02	DOME FOSSIL	
S.S.TICKET		MOON STONE	x01
POKé BALL	x06	TM04	x01
OLD ROD		TM11	x01
BICYCLE		TM45	x01
MAX ETHER	x01	TM08	x01
MAX POTION	x01	TM44	x01
018/020		009/050	

Fully restores the PP of the selected move.

Organize your Items in a flash!


1P JOOKIE ID 16329 BOXes

GB Game Pak		64 Game Pak	
BOX 1	19	BOX 1	16
BOX 2	0	BOX 2	0
BOX 3	0	BOX 3	0
BOX 4	0	BOX 4	0
BOX 5	0	BOX 5	0
BOX 6	0	BOX 6	0
BOX 7	0	BOX 7	0
BOX 8	0	BOX 8	0
BOX 9	0	BOX 9	0
BOX 10	0	BOX 10	0
BOX 11	0	BOX 11	0
BOX 12	0	BOX 12	0

Exchange BOX

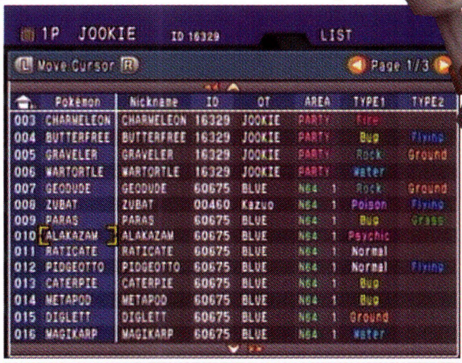
Organize your Pokémon, one BOX at a time.

BOXes

Select BOXes to transfer, rearrange, or just check out your Pokémon BOXes. This is useful if you like to arrange your Pokémon according to type.

See List

If you haven't encountered all the Pokémon yet, select See List for an overview of your Pokémon, to spot weaknesses in your lineup, and to quickly identify gaps in your roster.


1P JOOKIE ID 16329 LIST

L Move Cursor R Page 1/3

	Pokémon	Nickname	ID	OT	AREA		TYPE1	TYPE2
003	CHARMELEON	CHARMELEON	16329	JOOKIE	PARTY		Fire	
004	BUTTERFREE	BUTTERFREE	16329	JOOKIE	PARTY		Bug	Flying
005	GRAVELER	GRAVELER	16329	JOOKIE	PARTY		Rock	Ground
006	WARTORTLE	WARTORTLE	16329	JOOKIE	PARTY		Water	
007	GEODUDE	GEODUDE	60675	BLUE	N64	1	Rock	Ground
008	ZUBAT	ZUBAT	00460	Kazuo	N64	1	Poison	Flying
009	PARAS	PARAS	60675	BLUE	N64	1	Bug	Grass
010	ALAKAZAM	ALAKAZAM	60675	BLUE	N64	1	Psychic	
011	RATICATE	RATICATE	60675	BLUE	N64	1	Normal	
012	PIDGEOTTO	PIDGEOTTO	60675	BLUE	N64	1	Normal	Flying
013	CATERPIE	CATERPIE	60675	BLUE	N64	1	Bug	
014	METAPOD	METAPOD	60675	BLUE	N64	1	Bug	
015	DIGLETT	DIGLETT	60675	BLUE	N64	1	Ground	
016	MAGIKARP	MAGIKARP	60675	BLUE	N64	1	Water	

The See List selection offers a quick glance at all your Pokémon and their stats.

Tip

Use the See List selection to find Pokémon in your Pokédex that need more experience.

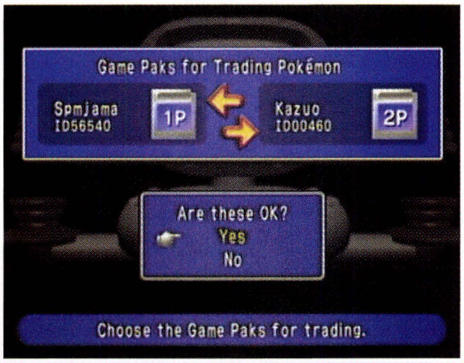
Welcome to Pokémon TRADE SERVICE!

The Sleek Trading Machine

The Pokémon TRADE SERVICE

The Pokémon TRADE SERVICE, next to the PC, allows you to trade your hard-earned Pokémon with a friend.

It's simple to use. Just pick Pokémon from Player 1's GB Game Pak, and then pick one from Player 2's. Confirm the trade, and that's it! Sit back and watch the amazing process.


Game Paks for Trading Pokémon

Spmjama ID56540 1P

Kazuo ID00460 2P

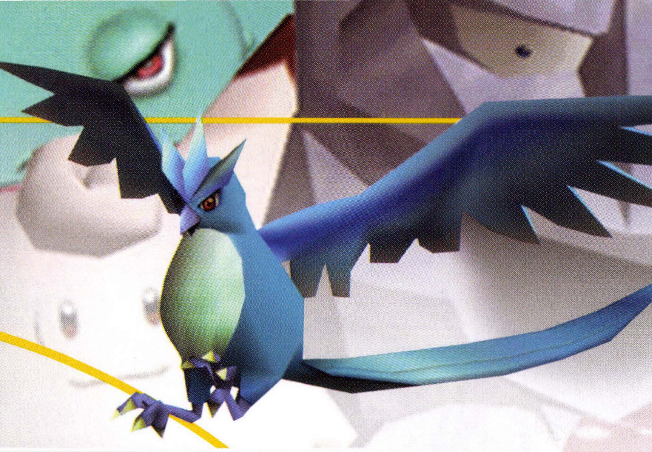
Are these OK?
Yes
No

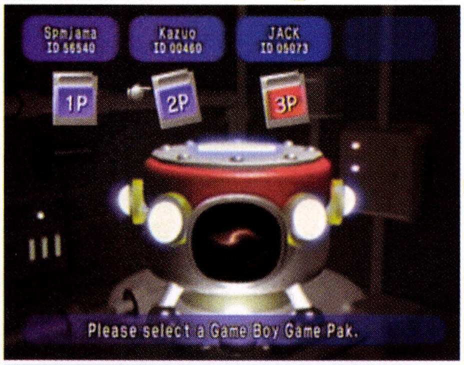
Choose the Game Paks for trading.

Pick the two Game Paks you'll trade Pokémon on.

Tip

Many Pokémon won't evolve to their final forms until you trade them. Trade them with a friend so they evolve, and then just trade them back.





Spmjama ID 56540

Kazuo ID 00460

JACK ID 05073

Please select a Game Boy Game Pak.

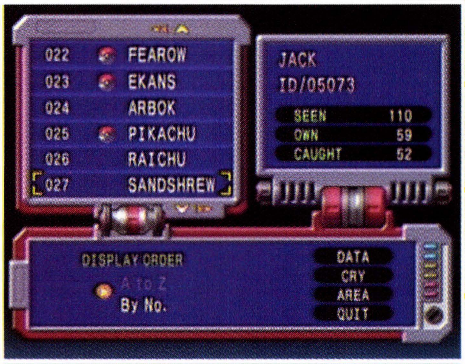
Pick a Game Pak, any Game Pak!

Game Pak Selecting Machine

Use the third machine to select the GB Game Pak you want to use. If you have more than one Game Pak, you'll come here often.

Check Out Your Pokémon in Detail

The last machine lets you view all your Pokémon in great detail. Order them alphabetically or by number, so you can find them faster. When you encounter a Pokémon, come here to learn its story, hear its cry, and find out where it's from. True Pokémaniacs need *all* this information



```
022  FEAROW
023  EKANS
024  ARBOK
025  PIKACHU
026  RAICHU
027  SANDSHREW
```

JACK
ID/05073

SEEN	110
OWN	59
CAUGHT	52

DISPLAY ORDER
A to Z
By No.

Learn everything you want to know about your Pokémon, and more.

PETIT CUP—THE SMALL SCRAPPERS

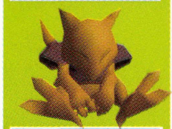
This series of battles proves Pokémon needn't be huge to be strong combatants. In this tournament for lighter, smaller Pokémon, you'll face the quickest, fastest, and cleverest. The following rules are specific to this Cup.

- **Pokémon levels must be between 25 and 30. The combined levels of fighting Pokémon mustn't exceed 80.**
- **Pokémon must be 6'8" tall or less and weigh 44 pounds or less.**
- **Mew can't compete.**
- **Only "un-evolved" Pokémon can be used.**

Rental Recommendations

Here's what got us through the Petit Cup from the stock of rental Pokémon. This well-balanced team can overcome almost any combination of types.

Rental Recommendations

Bulbasaur	Pikachu	Abra
		
Grass/Poison L25 HP 69	Electric L25 HP 64	Psychic L25 HP 59
Geodude	**Shellder**	**Cubone**
Rock/Ground L25 HP 66	Water L25 HP 61	Ground L25 HP 71

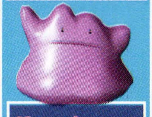
Tip

Cubone's Fire Blast attack will take care of Grass Pokémon. And be sure to take advantage of Shellder's Ice attack.

Trainers

Bug Boy	Caterpy	Weedly	Pary	Oddy	Bellsy	Eggy
	Bug L25	Bug/Poison L25	Bug/Grass L25	Grass/Poison L25	Grass/Poison L25	Grass/Psychic L25

Tip **Bug Boy is a Bug and Grass nut. Make sure you have a Fire attack for the Grass. A Flying Pokémon is great for the Bugs, but Electric will do fine.**

Lad	Piddy	Ratty	Ditty	Bulby	Ekansy	Zubaty
						
	Normal/Flying L25	Normal L26	Normal L25	Grass/Poison L26	Poison L26	Poison/Flying L25

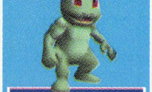
Tip **Lad's stable includes Flying and Poison types. Keep an Electric type in your lineup, along with a Ground type for the Poisoners.**

Nerd	Dudegeo	Lygast	Orbvolt	Dershell	Fingkof	Cutegg
	Rock/Ground L25	Ghost/Poison L25	Electric L25	Water L25	Poison L30	Grass/Psychic L30

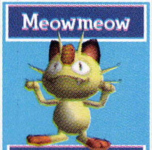
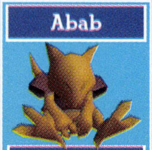
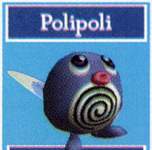
Tip **Nerd has a well-balanced team. Poison types are the only real duplications, so prepare for them! Ground is a good type to choose, as well, but switch out if Dershell comes up.**

Tip

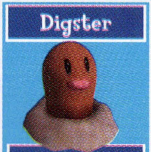
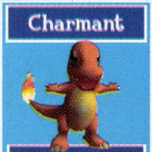
Did you notice those two Level 30 Pokémon? From this point on, your rentals will be a bit strained: all the Trainers use Pokémon above Level 25. Choose your rental types wisely, though, and you can get through it.

Sailor	Krablor	Sealor	Magilor	Choplor	Goldor	Spealor
						
	Water L26	Water L27	Water L26	Fighting L26	Water L26	Normal/Flying L27

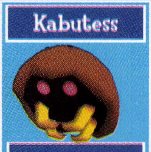
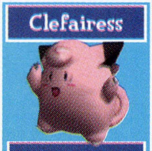
Tip Water is the Sailor's type of choice. Pick an Electric type and a Grass type. A Ground or Rock type will guard against Sailor's two non-Water types.

Jr. ♀	Cucu	Growlgrowl	Meowmeow	Abab	Polipoli	Jigjig
						
	Ground L26	Fire L27	Normal L27	Psychic L26	Water L26	Normal L27

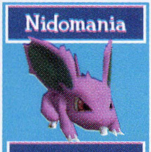
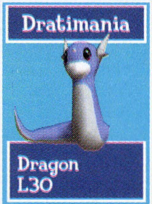
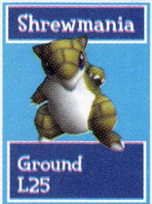
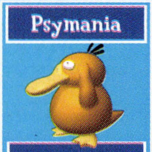
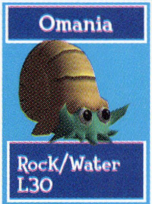
Tip Counter the Psychic with Bug types (if you have them) or some Psychics of your own. Don't forget about the Fire type that lurks among Jr.'s Pokémon.

Jr. ♂	Digster	Magster	Fetchant	Zuster	Charmant	Squirtle
						
	Ground L26	Electric L26	Normal/Flying L27	Poison/Flying L27	Fire L27	Water L27

Tip Another well-balanced team—darn it! A Rock or Ground type can withstand most of what this Trainer has to offer, so take one with you. Both Water and Fire types should do all right, as well.

Lass	Kabutess	Pikette	Vuless	Clefairess	Puffette	Eevette
						
	Rock/Water L30	Electric L25	Fire L25	Normal L25	Normal L25	Normal L30

Tip Keep a Rock or Ground Pokémon in your lineup and you can make a serious dent in this opponent. Watch out for the Kabuto and Jigglypuff's Water Attacks, though.

Pokémaniac	Nidomania	Ranmania	Dratimania	Shrewmania	Psymania	Omania
						
	Poison L25	Poison L25	Dragon L30	Ground L25	Water L25	Rock/Water L30

Tip This is a tough battle using rentals. The Pokémaniac's high-level Pokémon wield devastating attacks. His Dratini is a powerhouse, so try to get an Ice attack in your lineup. Electric types are a good idea, as well.

Note

Tired of getting the short end of that Growlithe's Dig attack? A Pidgey can be very effective against the Growlithe. Use the Fly attack and watch as the Dig attack passes harmlessly beneath the Pidgey's talons.

A Cup for your trophy room! Well fought, young Poké Trainer.

PIKA CUP—LOW LEVEL, HIGH ENERGY

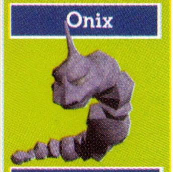
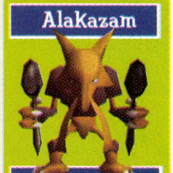
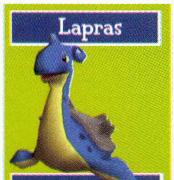
This is the cup for low-level Pokémon. Don't let that fool you. You'll face a lot of fierce competition ahead, especially if you use only rentals.

You must follow a couple of ground rules when you pick your team: Pokémon level must be between 15 and 20, the combined level of fighting Pokémon can't exceed 50, and Mew can't compete.

Rental Recommendations

This group of Pokémon is tailored to take you through the Pika Cup. Rentals, however, come no higher than the Cup minimum—Level 15. This can make beating the final Trainers, who have higher-level Pokémon, very tough. Keep pounding them and fine-tune your lineup.

Rental Recommendations

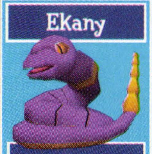
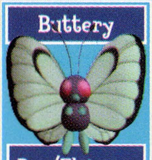
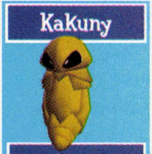
Onix	Raichu	Arcanine
		
Rock/Ground L15 HP 39	Electric L15 HP 47	Fire L15 HP 56
Alakazam	**Lapras**	**Starmie**
		
Psychic L15 HP 45	Water/Ice L15 HP 68	Water/Psychic L15 HP 47

Tip

Lapras has both Water and Ice attacks. Starmie has a Psychic Attack, a Water Attack, *and* an Electric Attack. Make the most of Starmie; it serves as your stand-by against Psychic Attacks.

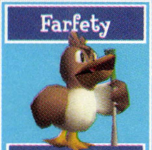
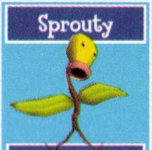
Trainers

Bug Boy

Nidory	Ekany	Venomy	Buttery	Kakuny	Pary
					
Poison L16	Poison L15	Bug/Poison L15	Bug/Flying L15	Bug/Poison L15	Bug/Grass L15

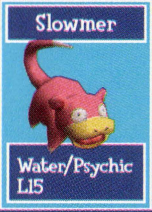
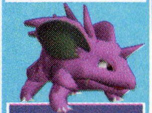
Tip Lots of Poison types, aren't there? Ground types are a good defense, and Flying will be effective against Bug types. Go for a perfect win to gain an extra Continue.

Lad

Pidgeotty	Farfety	Sprouty	Ivysaury	Zubaty	Geody
					
Normal/Flying L15	Normal/Flying L15	Grass/Poison L15	Grass/Poison L16	Poison/Flying L15	Rock/Ground L15

Tip An Electric type will fare well against the Flying Pokémon in Lad's team. A Fire type will take care of Lad's Grass types. Stick in a Water Attack for Geody, and you'll be set.

Swimmer

Polimer	Tortmer	Magimer	Slowmer	Staryumer	Nidorimer
					
Water L16	Water L16	Water L15	Water/Psychic L15	Water L15	Poison L16

Tip Water, Water everywhere. Take your Electric or Grass type for sure—both, if you have them. Nidorimer is the only non-Water type, so throw in a heavy-hitter to deal with it.

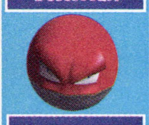
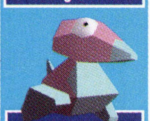
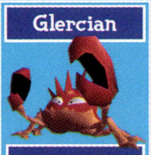
Pika Cup-Low Level, High Energy

Burglar

Ninelar	Growlar	Sandlar	Drowlar	Charmelar	Vular
Fire	Fire	Ground	Psychic	Fire	Fire
L16	L16	L16	L17	L16	L15

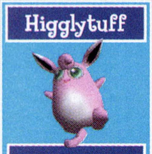
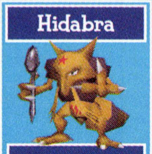
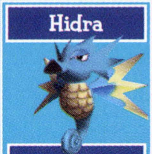
Tip It burns! Burglar has a posse of Fire types. Counter with Water types and Ground or Rock types. Don't forget about Burglar's Drowzee! That little monster can wreak havoc.

Mr. Fix

Voltician	Mitecian	Porycian	Mancian	Glercian	Raician
					
Electric	Electric	Normal	Fighting	Water	Electric
L16	L15	L18	L15	L16	L18

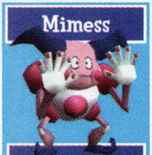
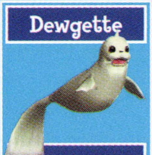
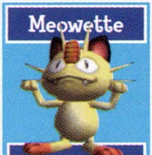
Tip Mr. Fix is a tough Trainer. His Electric types demand attention from your Ground type. His Porygon, though, has a devastating Ice Beam. It's a hard fight for rentals alone, but perhaps he won't bring that Porygon ….

Hiker

Hihorn	Higglytuff	Hidabra	Hichop	Hidra	Higast
					
Ground/Rock	Normal	Psychic	Fighting	Water	Ghost/Poison
L20	L15	L16	L16	L15	L18

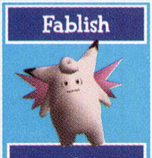
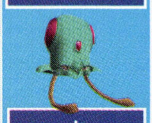
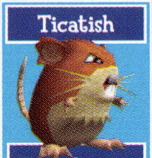
Tip Hiker has a well-balanced team with a range of types. That makes him hard to beat. You need multipurpose Pokémon to prepare for anything. Starmie, with several attack types, is ideal against Hiker.

Lass

Gyaradette	Mimess	Arcaness	Cruelette	Dewgette	Meowette
					
Water/Flying	Psychic	Fire	Water/Poison	Water/Ice	Normal
L20	L15	L15	L20	L15	L15

Tip Water types make up half of Lass's team, so prepare for them with Electric and Ground types. Use fast Pokémon to get in the first strike, especially against her two level 20 Pokémon.

Fisher

Nairish	Broish	Fablish	Coolish	Ticatish	Goldish
					
Dragon	Water/Psychic	Normal	Water/Poison	Normal	Water
L18	L16	L16	L16	L18	L16

Tip Winning the final battle is hard because of Fisher's high-level Pokémon. He likes Water types, however, so use Electric and Grass types against him, especially those with Ice Attacks to defend against Nairish.

Tip

With only Level 15 rental Pokémon, these final battles test your strategy and luck. Choose your three Pokémon with care.

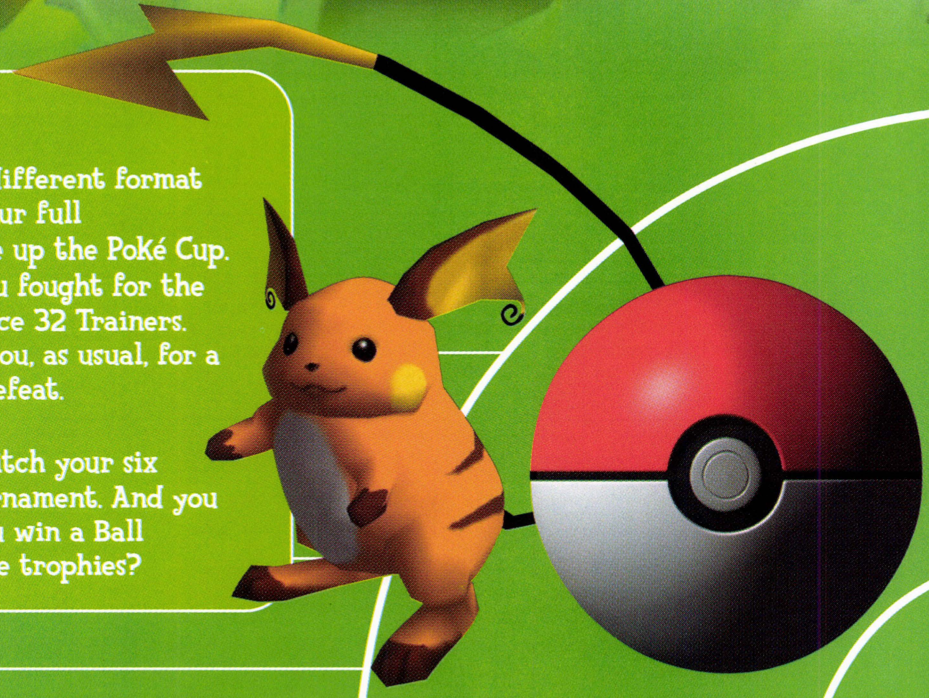
There's the Pika Cup. Display it proudly. You earned it.

POKÉ CUP

The Poké Cup follows a slightly different format from the Pika and Petit Cups. Four full Tournaments, called "Balls," make up the Poké Cup. Instead of the eight Trainers you fought for the Pika and Petit Cups, you must face 32 Trainers. Each throws three Pokémon at you, as usual, for a total of 96 Pokémon you must defeat.

That's the bad news.

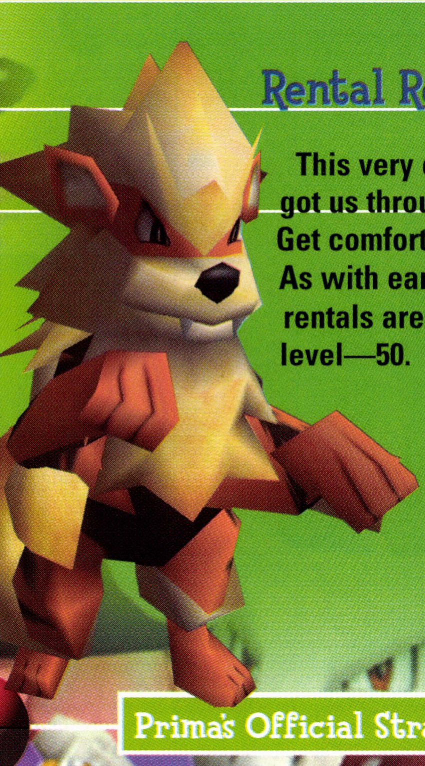
The good news is you can switch your six Pokémon between each Ball Tournament. And you get a nice trophy every time you win a Ball Tournament—and who doesn't like trophies?



Poké Ball

First, the rules specific to the Poké Cup:

- **The Pokémon you enter must be at levels 50–55. The combined levels of the three combatants mustn't exceed 155.**
- **This is the "Official Pokémon League Tournament."**
- **Mew can't compete!**



Rental Recommendations

This very even team of Pokémon got us through the entire Poké Cup. Get comfortable with their abilities. As with earlier Cups, all the rentals are at the lowest possible level—50.

Rental Recommendations

Raichu	Arcanine	Alakazam
Electric L50 HP 138	Fire L50 HP 163	Psychic L50 HP 131
Golem	Starmie	Psyduck
Rock/Ground L50 HP 156	Water/Psychic L50 HP 136	Water L50 HP 137

Tip

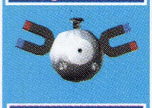
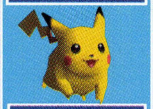
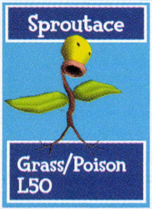
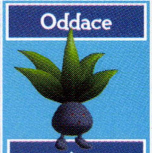
Psyduck has the most well-rounded attack types, but its HP isn't the greatest. Three of these Pokémon have Dig, our favorite attack, so use it often. Alakazam has the highest Speed, so use it for quick strikes.

Biker

Ran-nido♀	Ran-nido♂	Kans-e	Monlee-hit	Chop-ma	Key-man
Poison	Poison	Poison	Fighting	Fighting	Fighting
L50	L50	L50	L50	L50	L50

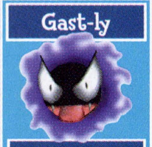
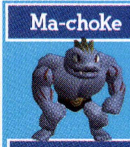
Tip Fighting and Poison types make up Biker's Pokémon team. Your Psychic types can wreak havoc on the Fighters. Take along a Rock or Ground type to deal with the Poisoners.

Rocker

Voltace	Magnemace	PiKace	Sproutace	Bulbace	Oddace
					
Electric	Electric	Electric	Grass/Poison	Grass/Poison	Grass/Poison
L50	L50	L50	L50	L50	L50

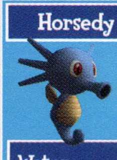
Tip This opposing group features Electric and Grass types. Pack up a Ground type and a Fire type and you'll tear through this set of enemies.

Juggler

Drow-zee	Gast-ly	Hitmo-chan	Ma-choke	Geo-dude	Cle-fairy
					
Psychic	Ghost/Poison	Fighting	Fighting	Rock/Ground	Normal
L50	L50	L50	L50	L50	L50

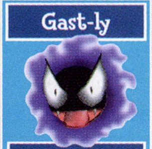
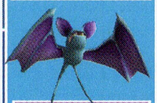
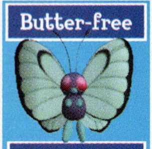
Tip Juggler has a neat mix of Fighting and Psychic types. Bring out your own Psychics and a heavy Ground or Rock type to counter most of them. The rest is in your hands.

Beauty

Horsedy	Yudy	Shelldy	Kabudy	Cubody	Rhydy
					
Water	Water	Water	Rock/Water	Ground	Ground/Rock
L50	L50	L50	L50	L50	L50

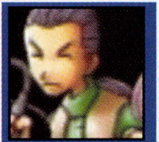
Tip *Take your Electric type.* Raichu can beat down Water types. Add your own Water type, and you'll have a strong team against Beauty. Pick a third for backup: Psyduck is a good choice.

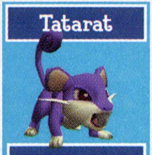
Medium

Gast-ly	Vul-pix	Zu-bat	Gol-deen	Tenta-cool	Butter-free
					
Ghost/Poison	Fire	Poison/Flying	Water	Water/Poison	Bug/Flying
L50	L50	L50	L50	L50	L50

Tip You need Psychic, Electric, and Ground/Rock types. That's about all we can say for this one. With a combo like that, you can't lose.

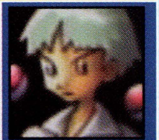
Tamer

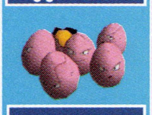


Tatarat	Lithegrowl	Bonecu	Shrewsand	Mander-cha	Lesquirt
					
Normal L50	Fire L50	Ground L50	Ground L50	Fire L50	Water L50

Tip A cool glass of Water types will work wonders against Tamer. Put in two, if you have them. Finish up with an Electric, and you have a winning team.

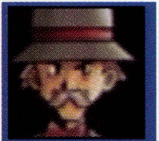
Psychic

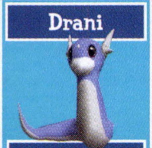


Abrenza	Slowpenza	Eggcutenza	Dodenza	Farfenza	Geottenza
					
Psychic L50	Water/Psychic L50	Grass/Psychic L50	Normal/Flying L50	Normal/Flying L50	Normal/Flying L50

Tip Psychic's team includes lots of Psychic types (go figure). Bring in a Psychic of your own and a Rock or Ground type. A fast Pokémon is also a good idea, to get in quick hits.

Old Man



Drani	Sel	Dito	Magmite	Bedrill	Pogon
					
Dragon L50	Water L50	Normal L50	Electric L50	Bug L50	Normal L50

Tip Old Man is a tough cookie. His Pokémon are balanced and varied. Include an Electric and a Ground type in your team and you'll go far.

The Poké Cup–Poké Ball Trophy. Pretty, isn't it?.

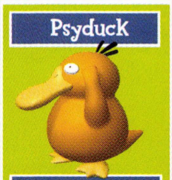
Great Ball

You confront the same eight Trainers. This time they have new Pokémon to torment you with. Each enemy Pokémon is at Level 51, giving them a slight advantage over the rentals, which are still stuck at Level 50.

Rental Recommendations

Why mess with success? If it worked once, it will work again, right? Thus, we recommend the now-famous "Poké Ball Six" for the Great Ball Tournament.

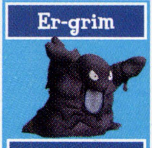
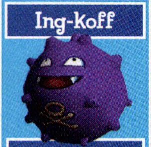
Rental Recommendations

Raichu	Arcanine	AlaKazam
Electric L50 HP 138	Fire L50 HP 163	Psychic L50 HP 131
Golem	**Starmie**	**Psyduck**
		
Rock/Ground L50 HP 156	Water/Psychic L50 HP 136	Water L50 HP 137

Tip

Psyduck has the most well-rounded attack type, but its HP isn't the greatest. Your enemies are at higher levels, and that means higher HP. Hit fast and hard to take them out.

Biker

Rina-nido	Rino-nido	Er-grim	Ing-Koff	Choke-ma	Monchan-hi
					
Poison	Poison	Poison	Poison	Fighting	Fighting
L51	L51	L51	L51	L51	L51

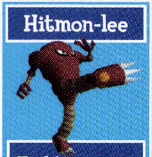
Tip Again, Biker goes with Fighting and Poison types. Bring forth your speedy Psychic types to mess with the Fighters' minds.

Rocker

Magnetace	Buzzace	Voltace	Weepinace	Ivysace	Gloomace
Electric	Electric	Electric	Grass/Poison	Grass/Poison	Grass/Poison
L51	L51	L51	L51	L51	L51

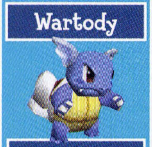
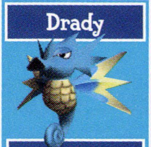
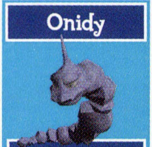
Tip Rocker is still stuck on Grass and Electric types, and they're at a higher level. Use the same lineup you beat him with last time—Fire for his Grass and Ground for his Electric.

Juggler

Drow-zee	Haunt-er	Poli-whirl	Hitmon-lee	Cle-fable	Gravel-er
					
Psychic	Ghost/Poison	Water	Fighting	Normal	Rock/Ground
L51	L51	L51	L51	L51	L51

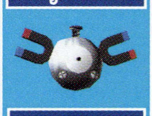
Tip Include a Psychic type in your lineup, as well as an Electric type. This will counter most of Juggler's crew effectively.

Beauty

Krabdy	Wartody	Omady	Drady	Gravedy	Onidy
					
Water	Water	Rock/Water	Water	Rock/Ground	Rock/Ground
L51	L51	L51	L51	L51	L51

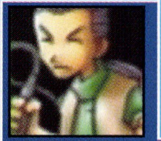
Tip Water, Water, Water, Rock—Beauty has a theme, so exploit her weaknesses with Electric and Water types.

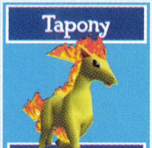
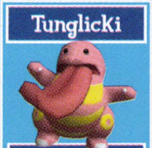
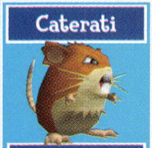
Medium

Haunt-er	Gast-ly	Sea-King	Gol-bat	Licki-tung	Magne-mite
					
Ghost/Poison	Ghost/Poison	Water	Poison/Flying	Normal	Electric
L51	L51	L51	L51	L51	L51

Tip Take a Psychic type with you to guard against Medium's Ghost types. Pack up an Electric for her Water and Flying types. We'll leave the third to you. Which do *you* want to take?

Tamer



Vee	Tapony	Wakmaro	Lettdig	Tunglicki	Caterati
					
Normal	Fire	Ground	Ground	Normal	Normal
L51	L51	L51	L51	L51	L51

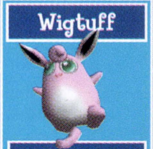
Tip Tamer's Pokémon are all so … *normal*. Don't let your guard down. Take some tough hitters of your own—Psychic types are fun—and mess them up.

Psychic

Dabrenza	Abrenza	Mimenza	Jynenza	Pidgenza	Fearenza
Psychic	Psychic	Psychic	Ice/Psychic	Normal/Flying	Normal/Flying
L51	L51	L51	L51	L51	L51

Tip Roll out your Ground or Rock types, as well as a Psychic type or two of your own, against Psychic. The mind games in this fight can be a drag.

Old Man

Dragair	Venoth	Wigtuff	Pasect	Whirl	Charleon
					
Dragon	Bug/Poison	Normal	Bug/Grass	Water	Fire
L51	L51	L51	L51	L51	L51

Tip Once again the Old Man proves he's wily. This is a hard team to prepare for. A broad range—Psychic, Electric, and Ground—is good. Don't hesitate to switch your Pokémon if you're in a bad match.

The Poké Cup–Great Ball Trophy. Success!

Ultra Ball

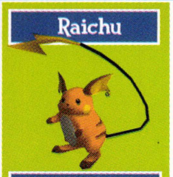
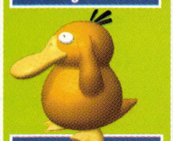
That makes two more trophies for your collection. Want to try for three? Those same eight Trainers await you in the Ultra Ball competition. Their Pokémon are a mix of levels now. That can make a big difference, so keep an eye on those higher Pokémon and don't get caught in a bad match.

Rental Recommendations

Feel free to tweak our pick of six Pokémon. But we've gotta tell you, this team is a peach. And now that you know them (if you've been using them) and can use them to their fullest potential, there's no reason to change!

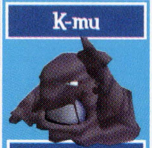
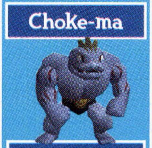
Here are our recommendations. (They may look familiar.)

Rental Recommendations

Raichu	Arcanine	Alakazam
		
Electric	Fire	Psychic
L50 HP 138	L50 HP 163	L50 HP 131
Golem	**Starmie**	**Psyduck**
		
Rock/Ground	Water/Psychic	Water
L50 HP 156	L50 HP 136	L50 HP 137

Tip Is Starmie growing on you? We've use Starmie a lot by now, and its range of attacks is great. Get to know this Pokémon, if you haven't yet.

Biker

	Name	Type	Level
	Bok-ar	Poison	L53
	Oth-venom	Bug/Poison	L51
	K-mu	Poison	L51
	Rath-poliw	Water/Fighting	L51
	Choke-ma	Fighting	L53
	Ape-prime	Fighting	L51

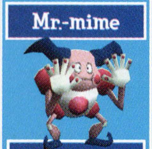
Tip Biker can't seem to get enough of Fighting and Poison types. As always, a Psychic type can help against the Fighters. It wouldn't hurt to take a strong, heavy Rock with you, too.

Rocker

	Name	Type	Level
	Buzzace	Electric	L51
	Electrace	Electric	L54
	Raichace	Electric	L50
	Tangelace	Grass	L50
	Vileplace	Grass/Poison	L50
	Victrace	Grass/Poison	L50

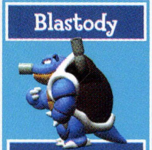
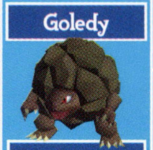
Tip Electric and Grass types are Rocker's favorite, and here they are again. You know what to do. Fire and Ground types can get you far.

Juggler

	Name	Type	Level
	Hyp-no	Psychic	L50
	Gen-gar	Ghost/Poison	L50
	Prime-ape	Fighting	L54
	Mr.-mime	Psychic	L51
	Go-lem	Rock/Ground	L54
	Chan-sey	Normal	L51

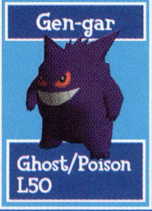
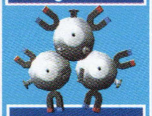
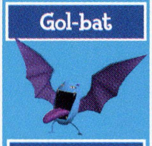
Tip Psychic types abound in this Trainer's team, along with a few Fighting types. Bring on your Psychics and other heavy-hitters. Watch out for Juggler's two Level 54 Pokémon.

Beauty

	Name	Type	Level
	Topdy	Rock/Water	L53
	Dewgody	Water/Ice	L50
	Blastody	Water	L50
	Miedy	Water/Psychic	L50
	Goledy	Rock/Ground	L52
	Dugdy	Ground	L55

Tip Beauty sticks to Water and Rock/Ground types. Oblige her tastes with Electric and Water Types of your own. Be aware that enemy Pokémon levels are rising: that Dugtrio is Level 55.

Medium

	Name	Type	Level
	Gen-gar	Ghost/Poison	L50
	Magne-ton	Electric	L50
	Tenta-cruel	Water/Poison	L50
	Mag-mar	Fire	L51
	Gol-bat	Poison/Flying	L54
	Cloy-ster	Water/Ice	L54

Tip Medium doesn't make it easy. She's picked a heck of a team. Starmie is our choice to lead off against Medium. Use a Psychic type and a Rock or Ground type for the anchor.

Tamer

Sianper	Slashsand	Saurvenu	Zardchari	Apeprime	LerKing
Normal L51	Ground L51	Grass/Poison L51	Fire/Flying L51	Fighting L51	Water L53

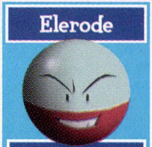
Tip Your Electric type can be effective against Tamer. And take along a Water or Psychic type, such as Psyduck, who includes both attack types. We also like Starmie in this battle.

Psychic

Zamenza	Hypnenza	Broenza	Aerodenza	Scythenza	Dodrenza
Psychic L52	Psychic L50	Water/Psychic L50	Rock/Flying L51	Bug/Flying L54	Normal/Flying L52

Tip Take a Psychic type into this battle and back it up with an Electric type and—our favorite—Starmie. Such a team can cover a lot of bases without being pounded by enemy Psychic types.

Old Man

Dragite	Pinir	Flaron	NiKing	Goluck	Elerode
					
Dragon/Flying L55	Byg L50	Fire L50	Poison/Ground L50	Water L50	Electric L50

Tip At Level 55, Old Man's Dragonite is a beast. Take a Pokémon with an Ice Attack to counter it. Other than that, take your favorites. Old Man has a balanced team and can throw just about every type at you. You'll find this battle a challenge.

There's your prize. Polish it up, set it on your shelf, and move on to the Master Ball.

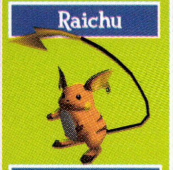
Master Ball

You've reached the final Ball Tournament for the Poké Cup. Your old friends from the other three Balls are here, as well. Most of their Pokémon are higher than Level 50 now. Choose your Pokémon carefully before each battle. Try to anticipate their choices—and cross your fingers.

Rental Recommendations

Can you believe we kept our winning record with the same six Pokémon? Well, we did. Again, feel free to change this lineup—but we *know* these six can take home the Poké Cup.

Rental Recommendations

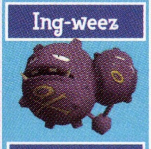
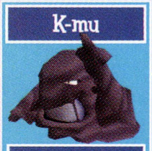
Raichu	Arcanine	Alakazam
		
Electric L50 HP 138	Fire L50 HP 163	Psychic L50 HP 131

Golem	Starmie	Psyduck
Rock/Ground L50 HP 156	Water/Psychic L50 HP 136	Water L50 HP 137

Tip

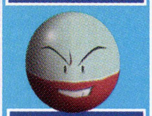
Once again, Starmie makes the cut. His attacks are varied and therefore very useful.

Biker

Ing-weez	K-mu	Queen-nido	Champ-ma	Ape-prime	Rath-poliw
					
Poison L51	Poison L51	Poison/Ground L52	Fighting L52	Fighting L51	Water/Fighting L52

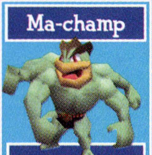
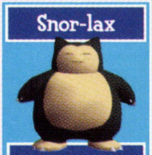
Tip Biker's Fighting and Poison types are back. As always, pit a Psychic type against the Fighters and a big, heavy Rock against the Poison types.

Rocker

Zapace	Joltace	Electrace	Exeggutace	Tangelace	Venusace
					
Electric/Flying L50	Electric L53	Electric L54	Grass/Psychic L50	Grass L51	Grass/Poison L51

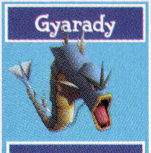
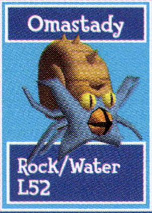
Tip Rocker is sticking to his Electric and Grass types. You know what to do. Fire and Ground types will win the day. Switch out quick, though, if your Ground types face a Grass type.

Juggler

Hyp-no	Gen-gar	Mag-mar	Ma-champ	Jyn-x	Snor-lax
					
Psychic L51	Ghost/Poison L51	Fire L50	Fighting L54	Ice/Psychic L50	Normal L53

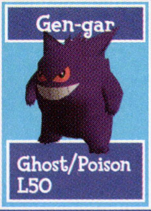
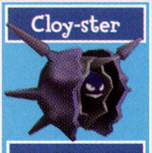
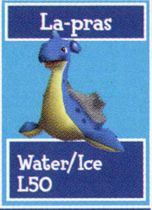
Tip Yikes! What a nasty team of enemy Pokémon. Bring your Psychics and other heavy-hitters. Watch out for Juggler's high-level Pokémon. Again, with Level 50 rentals, you must switch out when you're on the wrong end of a bad match.

Beauty

Gyarady	Crueldy	Miedy	Omastady	Rhyddy	Slady
					
Water/Flying L53	Water/Poison L50	Water/Psychic L51	Rock/Water L52	Ground/Rock L51	Ground L50

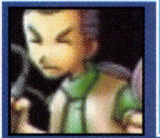
Tip Again, Beauty has Water and Rock/Ground types. Take her down a peg with Electric and Water types of your own. Levels are higher.

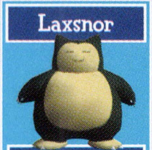
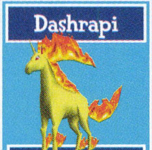
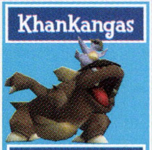
Medium

Gen-gar	Haunt-er	Cloy-ster	Nine-tales	Aero-dact	La-pras
					
Ghost/Poison L50	Ghost/Poison L52	Water/Ice L54	Fire L51	Rock/Flying L53	Water/Ice L50

Tip Medium is a cagey opponent with a good mix. Your Starmie should lead off again. A Psychic type and a Rock or Ground type are your best bets, although Pokémon with Psychic or Rock attacks also do well.

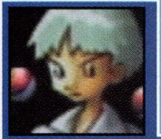
Tamer



Rostau	Laxsnor	Dashrapi	KhanKangas	Ninearca	Eonvapor
					
Normal L51	Normal L50	Fire L52	Normal L53	Fire L52	Water L50

Tip Tamer has gotten his hands on a variety of Pokémon types. Electric types can be effective against Tamer. Be sure to include a Water or Psychic type, such as Psyduck, who includes both attack types. As usual, we like to use Starmie, too.

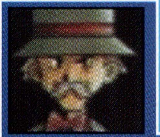
Psychic

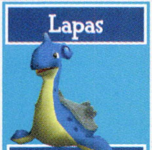


Zamenza	Dabrenza	Gutorenza	Mienza	Charienza	Zapenza
Psychic L50	Psychic L53	Grass/Psychic L50	Water/Psychic L52	Fire/Flying L53	Electric/Flying L50

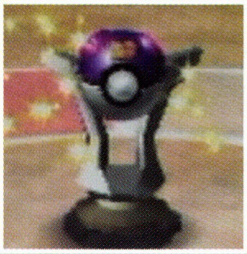
Tip Be sure to include a Psychic type in this battle. Back it up with an Electric type and—our favorite—Starmie (although Psyduck is no slouch). Such a team can cover a lot of bases without being pounded by the enemy Psychic types.

Old Man

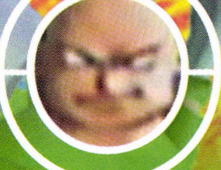


Dragite	Artuno	Mores	Jolon	Tas	Lapas
					
Dragon/Flying L55	Ice/Flying L50	Fire/Flying L50	Electric L50	Normal L50	Water/Ice L55

Tip Old Man's Dragonite and Lapras are both at Level 55. That means trouble. Send your favorites. We like Psyduck, Raichu, and Golem. Again, Old Man has a balanced team and can throw just about any type at you. This will be a challenge.



Ta-dah! It's the last of the Poké Cup trophies. And you've earned a bonus! You'll see it onscreen, or check out this guide's Secrets section.



PRIME CUP

Here's another marathon competition for you. As in the Poké Cup, four "Balls" make up this Tournament. In this competition, however, every Pokémon you face will be Level 100. Don't fear—every rental Pokémon is at Level 100, too. Don't worry about big differences in level between you and your opponents. It all comes down to strategy.

Poké Ball

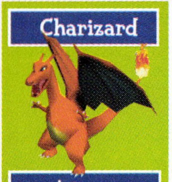
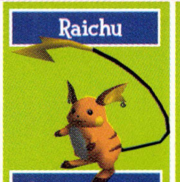
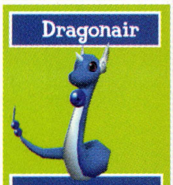
First, the rules:

- Your Pokémon have no level limits. Anything from 1 to 100 is allowable.
- Every opponent Pokémon will be Level 100.
- Mew may compete!

Rental Recommendations

The good news is every rental Pokémon is at level 100, exactly the level of *every* enemy Pokémon you'll face. The Trainers are wickedly clever and hard to fool, so don't expect an easy win. Here's the team that got us through the first Ball.

Rental Recommendations

Charizard	Raichu	Raticate
		
Fire/Flying L100 HP 306	Electric L100 HP 276	Normal L100 HP 274
Tentacruel	**Golem**	**Dragonair**
		
Water/Poison L100 HP 310	Rock/Ground L100 HP 310	Dragon L100 HP 286

Tip

This lineup's strength is its variety of attacks. The Tentacruel alone has four move types. The Raticate and Raichu's speed helps tremendously. You may want to substitute a Psychic type, however, if brute strength isn't your style

Trainers

Cueball

Paras		Bug/Grass	L100
Caterpie		Bug	L100
Weedle		Bug/Poison	L100
Magikarp		Water	L100
Glowlithe		Fire	L100
Charmander		Fire	L100

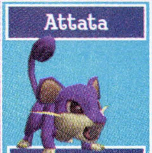
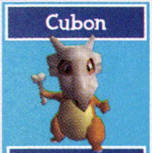
Tip Bug and Fire types make up most of Cueball's lineup. Oppose them with Water types (and Flying, if you have some). Cueball may not be much of a challenge, but with so many hit points, his Pokémon take a lot of punishment.

Rocket

Ekanact1		Poison	L100
Drowzact2		Psychic	L100
Grimact3		Poison	L100
Poliact4		Water	L100
Omanact5		Rock/Water	L100
Nidoact6		Poison	L100

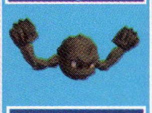
Tip Note that Rocket has three Poison type Pokémon and two Water types. A Ground or Rock type in your team will work well against Poison, but badly against Water. Make sure you put in a Grass or Electric type to counter those pesky Water types.

Judoboy

Mank		Fighting	L100
Chop		Fighting	L100
Kab		Rock/Water	L100
Pikang		Electric	L100
Attata		Normal	L100
Cubon		Ground	L100

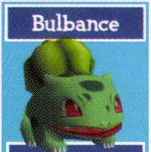
Tip Include a heavy Ground or Rock type, such as Golem, in your lineup against Judoboy. A quick Pokémon helps, too, but Golem can sweep this fight. Watch out for the Kabuto's water attack, though.

Gambler

Dugeo		Rock/Ground	L100
Marmag		Fire	L100
Else		Water	L100
Deengol		Water	L100
ByKrab		Water	L100
Rannido ♂		Poison	L100

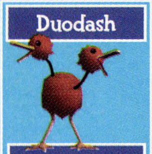
Tip Be sure to take your Electric type. Raichu, for example, can mop the floor with the Water types and beat the Nidoran ♂. Add your own Water type, and you've got a strong team against Gambler.

Cool ♀

Oddance		Grass/Poison	L100
Bulbance		Grass/Poison	L100
Squirtance		Water	L100
Psydance		Water	L100
Horsance		Water	L100
Eevance		Normal	L100

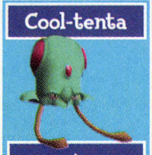
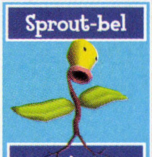
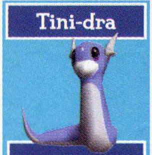
Tip This Trainer is heavy on Water and Grass types, so Electric and Fire types are your best choices. Again, Raichu is a great choice. Put it at the head of your lineup, but switch out for a Fire type if a Grass type comes up.

Birdboy

Abrash	Zubash	Pidgash	Spearash	Duodash	Gastash
					
Psychic L100	Poison/Flying L100	Normal/Flying L100	Normal/Flying L100	Normal/Flying L100	Ghost/Poison L100

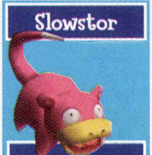
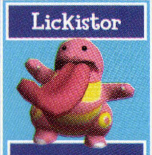
Tip Flying types are what Birdboy is about. But his Abra can be a major force. Take in an Electric type for the flyers and a Pokémon with high hit points for the Abra (if you don't have a Bug type).

Lab Man

Der-shel	Pix-vul	Gela-tan	Cool-tenta	Sprout-bel	Tini-dra
					
Water L100	Fire L100	Grass L100	Water/Poison L100	Grass/Poison L100	Dragon L100

Tip Electric and Fire types can help you against Lab Man's Grass and Water types. Switch out quickly if your Pokémon are in a bad match. You must keep your hit points up to survive.

Cool ♂

Flarestor	Slowstor	Digstor	Lickistor	Meowstor	Magnestor
					
Fire L100	Water/Psychic L100	Ground L100	Normal L100	Normal L100	Electric L100

Tip This Trainer is a tough nut to crack. Take your toughest Pokémon: Raichu, Golem, and Tentacruel make a good set.

The Prime Cup–Poké Ball Trophy. Only three more to go!

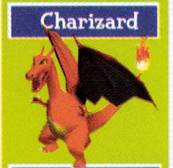
Great Ball

All right! On to the Great Ball. You face the same eight Trainers and their new Pokémon. However, their Pokémon levels remain at a steady 100.

Rental Recommendations

They worked so well the last time, we used the same lineup we used for the Poké Ball.

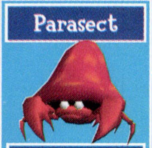
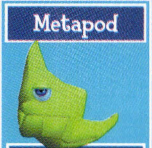
Rental Recommendations

Charizard	Raichu	Raticate
		
Fire/Flying L100 HP 306	Electric L100 HP 276	Normal L100 HP 274
Tentacruel	**Golem**	**Dragonair**
Water/Poison L100 HP 310	Rock/Ground L100 HP 310	Dragon L100 HP 286

Tip This lineup's strength is its variety of attacks. The Tentacruel alone has four move types. The Raticate and Raichu's speed helps tremendously. You may want to substitute a Psychic type, however, if brute strength isn't your style

Trainers

Cueball

Pokémon	Image	Type	Level
Parasect		Bug/Grass	L100
Metapod		Bug	L100
Kakuna		Bug/Poison	L100
Charmeleon		Fire	L100
Jigglypuff		Normal	L100
Venonat		Bug/Poison	L100

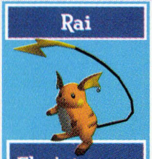
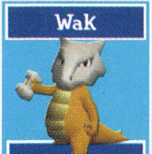
Tip Fire types can be effective against Cueball's Bug types, but if you have a Flying type, use that, instead. Rock or Ground types are always good for their ability to take punishment.

Rocket

Pokémon	Image	Type	Level
Hypnoact1		Psychic	L100
Poliact2		Water	L100
Sandact3		Ground	L100
Koffact4		Poison	L100
Nidoact5		Poison	L100
MuKact6		Poison	L100

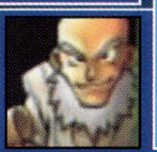
Tip Rocket loves those Poison types. Ground and Rock types are little affected by Poison, so choose them. Be wary of the Hypno, though. Put a quick Pokémon in your group to deal fast damage to the non-Poison types.

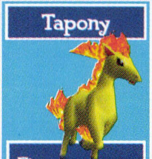
Judoboy

Pokémon	Image	Type	Level
Volt		Electric	L100
Prime		Fighting	L100
ChoKe		Fighting	L100
Rai		Electric	L100
Hitlee		Fighting	L100
WaK		Ground	L100

Tip Ground or Rock Pokémon—Golem, for example—are best against Judoboy's Electric types, *and* they can withstand a few hits from the Fighting types. Don't rely on just that, though. A Raichu is a decent choice as backup, with its own Fighting Attack.

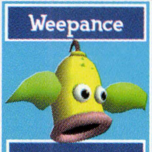
Gambler



Pokémon	Image	Type	Level
Lergrave		Rock/Ground	L100
Fairyclef		Normal	L100
Tapony		Fire	L100
Kingsea		Water	L100
GlerKin		Water	L100
Rinonido		Poison	L100

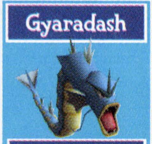
Tip This fight against Gambler's Pokémon mix will be tough. As usual, Electric types will fare well. Plug in a Water type to fend off that Graveler.

Cool ♀

Pokémon	Image	Type	Level
Gloomance		Grass/Poison	L100
Weepance		Grass/Poison	L100
Ivance		Grass/Poison	L100
Goldance		Water	L100
Wartance		Water	L100
Seadrance		Water	L100

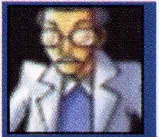
Tip Water and Grass types fill this Trainer's lineup, so Electric and Fire types should fill yours. Past that, it's up to you! This battle actually may be a relief.

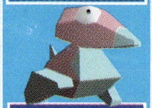
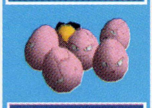
Birdboy

Farfash	Gyaradash	Pidgeotash	Fearash	Beedrash	Hauntash
					
Normal/Flying L100	Water/Flying L100	Normal/Flying L100	Normal/Flying L100	Bug/Poison L100	Ghost/Poison L100

Tip That Haunter can be a pain. A solid Dig attack—such as Golem's—should do the trick, though. Bring along an Electric to take care of Birdboy's fliers. The third choice is up to you.

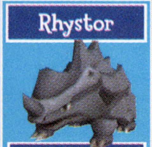
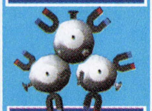
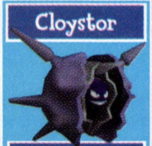
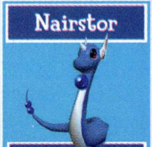
Lab Man



Yu-star	Abra-Kad	Gon-pory	Sey-chan	Saur-venus	Cute-exegg
					
Water L100	Psychic L100	Normal L100	Normal L100	Grass/Poison L100	Grass/Psychic L100

Tip It shouldn't be a surprise that we recommend Raichu to anchor your team against Lab Man. Pick a Fire type in case he sends out his Grass types, and include a fast attacker to round it out.

Cool ♂

Rhystor	Tonstor	Moltrestor	Cloystor	Nairstor	Kangastor
					
Ground/Rock L100	Electric L100	Fire/Flying L100	Water/Ice L100	Dragon L100	Normal L100

Tip Whew! This Trainer's Pokémon include a great mix of types. To counter them, pick three Pokémon, with two or three diverse attack types *each*, and start slugging! We used Golem, Raichu, and Raticate, and we weren't at all shy about switching during battle.

The Prime Cup–Great Ball Trophy. You're halfway there!

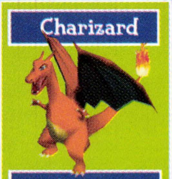
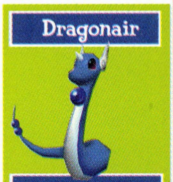
Ultra Ball

Two Balls down and two to go. You'll be up against the same eight Trainers, but they have yet another batch of Pokémon to throw at you. These include more evolved Pokémon, with staggering amounts of HP—but you're getting the hang of this by now, right?

Rental Recommendations

Our six Pokémon worked so hard and so well before, we recommend them again. If you're trying to fill up Victory Palace, substitute similar Pokémon—Rattata instead of Raticate, for example. But we're pleased with these and know them well.

Rental Recommendations

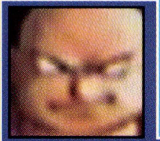
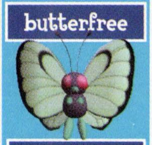
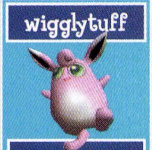
Charizard	Raichu	Raticate
		
Fire/Flying L100 HP 306	Electric L100 HP 276	Normal L100 HP 274
Tentacruel	**Golem**	**Dragonair**
		
Water/Poison L100 HP 310	Rock/Ground L100 HP 310	Dragon L100 HP 286

Tip This lineup's strength is its variety of attacks. The Tentacruel alone has four move types. Raticate and Raichu's speed helps tremendously. As you well know by now, these can really dominate in the arena.

Trainers

Note

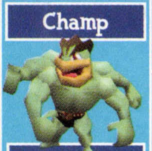
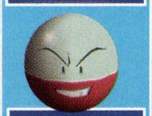
Your enemies' HP totals are pretty high. Choose your Pokémon carefully, and pay attention to what type they are and the attack types they have. You want fast, hard-hitting blows to your opponents.

Cueball	mr. mime	butterfree	arcanine	ditto	wigglytuff	venomoth
						
	Psychic L100	Bug/Flying L100	Fire L100	Normal L100	Normal L100	Bug/Poison L100

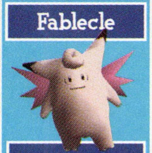
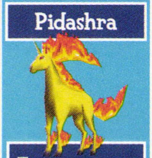
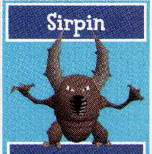
Tip Cueball is surprisingly well-balanced this round. But face him with a good old Electric type and the lovable Golem. If you have a Bug type, use it to counter mr. mime if he shows up.

Rocket	Weezact1	Nidoact2	Arbact3	Onikact4	Slashact5	Omasact6
	Poison L100	Poison/Ground L100	Poison L100	Rock/Ground L100	Ground L100	Rock/Water L100

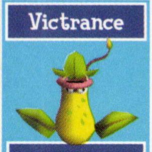
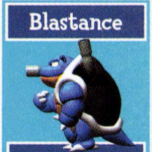
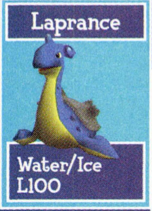
Tip As usual, Rocket is using a lot of Poison types, so Ground and Rock types are the way to go. Then play a Water type for his Rock types, and you should put this bad boy down.

Judoboy	Hitchan	Champ	Scy	Rode	Cate	Wrath
						
	Fighting L100	Fighting L100	Bug/Flying L100	Electric L100	Normal L100	Water/Fighting L100

Tip Judoboy is a fighter; he likes Fighting types. Several types do well against Fighters—specifically, Poison, Bug, and Psychic. Go for fast Pokémon, too. As you may have guessed, we prefer Electric.

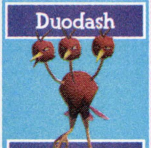
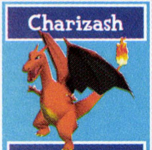
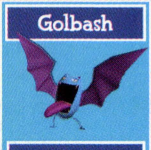
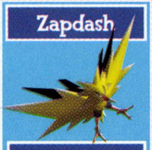
Gambler	Lemgo	Fablecle	Gongdew	Pidashra	Sirpin	Kingnido
						
	Rock/Ground L100	Normal L100	Water/Ice L100	Fire L100	Bug L100	Poison/Ground L100

Tip The hit points are getting high up there. You need stamina to win this one, as well as Electric, Rock or Ground, and Water Pokémon.

Cool ♀	Vileplance	Victrance	Rhydance	Tentcrance	Blastance	Laprance
						
	Grass/Poison L100	Grass/Poison L100	Ground/Rock L100	Water/Poison L100	Water L100	Water/Ice L100

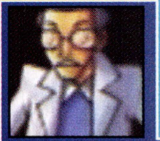
Tip Water and Grass types abound in this Trainer's stable. Electric, Grass, and Fire types are the way to go. However, note how high the enemy Pokémon's hit points are. This fight could drag out.

Birdboy

Duodash	Charizash	Pidgeotash	Golbash	Zapdash	Gengash
					
Normal/Flying L100	Fire/Flying L100	Normal/Flying L100	Poison/Flying L100	Electric/Flying L100	Ghost/Poison L100

Tip Flying types are the name of this Trainer's game. Bring your Electric type to liven up the party. The Gengar can be a pain, so take along a Ground or Rock type, in case it shows up.

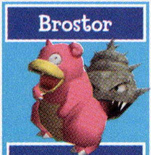
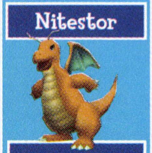
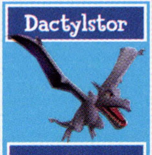
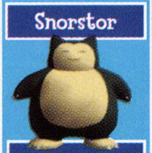
Lab Man



Buz-electa	Poreon-va	An-persi	Trio-dug	Tops-Kabu	Utor-exegg
Electric L100	Water L100	Normal L100	Ground L100	Rock/Water L100	Grass/Psychic L100

Tip Lab Man has a finely balanced team of Pokémon. Take your stand-bys—Electric, Ground, Water—and *watch out for the quick switches*! Keep up with the changes so you don't get caught in a bad match.

Cool ♂

Joltestor	Talestor	Brostor	Nitestor	Dactylstor	Snorstor
					
Electric L100	Fire L100	Water/Psychic L100	Dragon/Flying L100	Rock/Flying L100	Normal L100

Tip All the enemy Pokémon in this battle are tough, but the Snorlax is a hit-point beast. Dig Attacks will whittle away at it, so use your Golem or other Pokémon with a Dig.

What a sight! That's three out of four. Don't stop now!

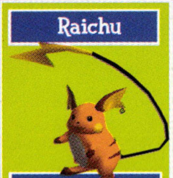
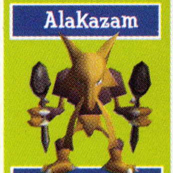
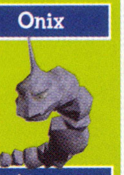
Master Ball

Only one more Ball Tournament to go. The same eight Trainers are back, but their Pokémon are tougher still. They have a bunch of HP and no mercy in their souls. This is the Prime Cup's toughest competition, so bear down and get ready to fight tooth and nail for the championship.

Rental Recommendations

Guess what? We changed our lineup! For this final tournament, we recommend very different Pokémon. You'll see a dose of Psychic type, and the group is generally beefier all around. This should tell you just how tough the Master Ball can be.

Rental Recommendations

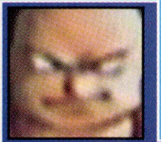
Raichu	Arcanine	Alakazam
		
Electric L100 HP 276	Fire L100 HP 324	Psychic L100 HP 260
Onix	**Starmie**	**Psyduck**
		
Rock/Ground L100 HP 234	Water/Psychic L100 HP 270	Water L100 HP 272

Tip

From Arcanine's HP to Starmie's attacks, this is the gangbusting team that can get you through the Prime Cup Master Ball.

Trainers

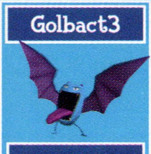
Cueball



pinsir	beedrill	flareon	magmar	raticate	kangasKhan
Bug	Bug/Poison	Fire	Fire	Normal	Normal
L100	L100	L100	L100	L100	L100

Tip Cueball is well-balanced, as always. But face him with a Water type—Starmie is our choice—and an Electric type. His Bug types may foil your Psychic types, so you needn't bring one.

Rocket

Jynact1	Golemact2	Golbact3	Aerodact4	Peract5	Victract6
					
Ice/Poison	Rock/Ground	Poison/Flying	Rock/Flying	Normal	Grass/Poison
L100	L100	L100	L100	L100	L100

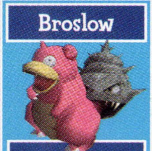
Tip Rocket uses fewer Poison types than usual, but he makes up for it with some heavy monsters. Bring Water, Flame, and Psychic types. Make quick switches if you're in a bad match. (We can't stress that enough.)

Judoboy

Champ	Scy	Hitlee	Prime	Nido	Jolt
Fighting	Bug/Flying	Fighting	Fighting	Poison/Ground	Electric
L100	L100	L100	L100	L100	L100

Tip Judoboy is sticking with a lot of Fighting types. Psychic types are great against Fighters, so use some of yours. Include a Rock or Ground type for strength, and to counter the Jolteon. The final choice is up to you.

Gambler

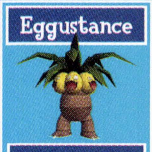
Urosta	Broslow	Triodug	Oiseblast	BoKar	Nitedrago
					
Normal	Water/Psychic	Ground	Water	Poison	Dragon/Flying
L100	L100	L100	L100	L100	L100

Tip Include a useful Psychic. Or just bring Starmie, with its Psychic attack. Psyduck's Ice attack can work against the Dragonite. And Raichu is an all-around good Pokémon to have on your side.

Tip

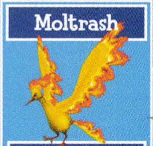
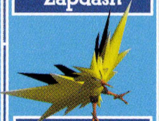
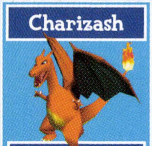
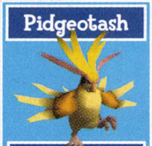
The Gambler's Pokémon have the Fissure attack. It's a nasty one-hit "KO." Luck and timing are your only friends in this battle. Take advantage of his misses and switch to a type that counters the enemy Pokémon.

Cool ♀

Starmance	Dewgance	Omastance	Poliwrance	Venance	Eggustance
					
Water/Psychic	Water/Ice	Rock/Water	Water/Fighting	Grass/Poison	Grass/Psychic
L100	L100	L100	L100	L100	L100

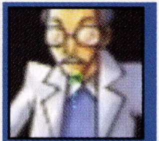
Tip It's another Water-and-Grass team from this Trainer. Electric, Grass, and Fire types are again the way to go. Don't worry about Poison and Leech Seeds; the battle shouldn't last long enough for them to wipe out your Pokémon.

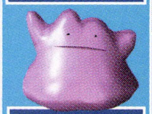
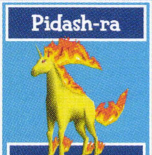
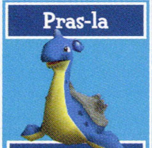
Birdboy

Articash	Moltrash	Zapdash	Charizash	Pidgeotash	Fearash
					
Ice/Flying L100	Fire/Flying L100	Electric/Flying L100	Fire/Flying L100	Normal/Flying L100	Normal/Flying L100

Tip Flying types are always Birdboy's favorite. And now he has Flyers of different types—Fire, Ice, and Electric. Plan accordingly, with some multipurpose Pokémon, and send in your own Electric type to deal with the Flying types.

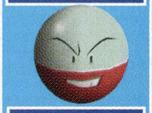
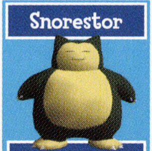
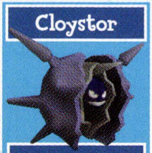
Lab Man



Kazam-ala	To-dit	Gar-gen	Pidash-ra	Pras-la	Chu-rai
					
Psychic L100	Normal L100	Ghost/Poison L100	Fire L100	Water/Ice L100	Electric L100

Tip True to form, Lab Man has a balanced team of Pokémon. Take Starmie. You'll thank us later. Try to stack your team with all-purpose Pokémon—those with several attack types.

Cool ♂

Mewstor	Rodestor	Snorestor	Cloystor	Donstor	Caninestor
					
Psychic L100	Electric L100	Normal L100	Water/Ice L100	Ground/Rock L100	Fire L100

Tip That heavy Snorlax is back, with all its HP. And this Trainer has a Mew. Yikes! Don't panic, though. Treat Mew as you would any other Psychic type. Bring Onix and Raichu for muscle. Keep at it, and you'll prevail.

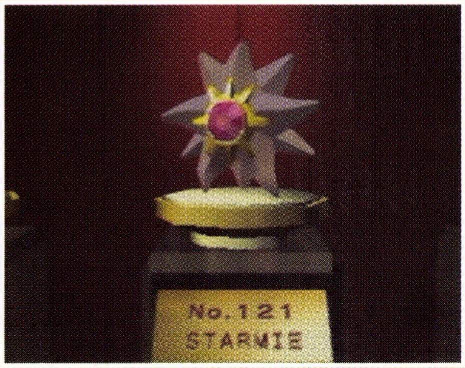
Excellent! You've cleared the Cup! And you get a bonus. Check the Secrets section to find out what you've won.

VICTORY PALACE: THE BEST OF THE BEST

No.026
RAICHU

The best Pokémon are immortalized in the Pokémon Hall of Fame.

How do you get your precious Pokémon into this elite club? Simply beat any of the Cups in *Pokémon Stadium*. The six Pokémon you used to win will be enshrined in Victory Palace.

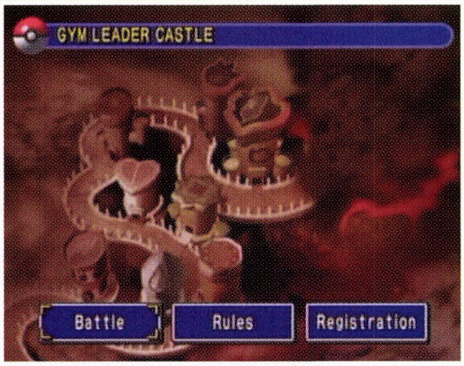


GYM LEADER CASTLE

If you've played the Game Boy version of *Pokémon*, you'll recognize these Gym Leaders. They all focus on training a certain Pokémon type. Brock, the first Gym Leader, prefers Rock/Ground type Pokémon. Misty likes Water types. They include other types in their teams, as well, so you can't count on just one type to confront you.

Each Gym has three Trainers and a Leader. You must battle all four before you can move to the next Gym.

The Gym Castles stand along a winding road, awaiting your visit. Don't disappoint them.



Walk the twisted path to visit all eight Gym Leaders.

As in the Cup Tournaments, you'll pick six Pokémon at the start, and then may choose from only those six during the four Gym Leader Battles.

You may choose the six Pokémon before each Gym. Thus, you can tailor your team to the Pokémon type the Gym Leader prefers.

After you trounce a Gym Leader, your defeated opponent will give you a key that opens the next Gym Leader Castle. You can revisit any Castle you've beaten already. Let's get to it!

Tip

Generally, when using rentals, choose a few evolved Pokémon. The evolved creatures usually have better stats, which makes it a bit easier to take on the Gym Leaders.

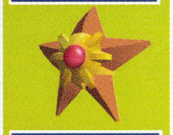
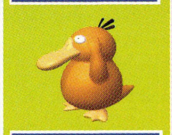
Pewter Gym

Brock is this Gym Leader, and he prefers Rock/Ground types. Counter with Water and Grass types in your team.

Rental Recommendations

This team does well against Pewter Gym teams. We use various types. The Trainers have many non-Rock/Ground types.

Rental Recommendations

Staryu	Golem	Psyduck
		
Water L50 HP 113	Rock/Ground L50 HP 163	Water L50 HP 133
Ivysaur	Charizard	Alakazam
Grass/Poison L50 HP 143	Fire/Flying L50 HP 161	Psychic L50 HP 138

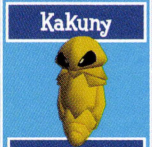
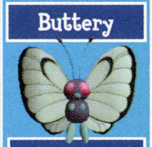
Tip

Grass and Water types are great against Ground and Rock types. A few other types round out your offense. Check out the Pewter Gym Trainers to see what to expect.

Trainers

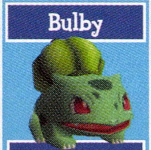
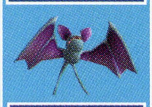
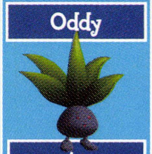
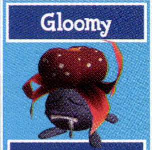
Gym Leader Castle

Bug Boy

Caterpy	Weedly	Metapy	Kakuny	Beedry	Buttery
					
Bug L50	Bug/Poison L50	Bug L50	Bug/Poison L50	Bug/Poison L50	Bug/Flying L50

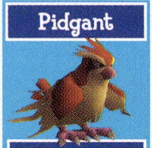
Tip Fire types do well against Bugs. If you have a Flying type, take it along. Bug Boy isn't a big threat, but don't lose on the first Trainer!

Lad

Bulby	EKansy	Zubaty	Oddy	Parasy	Gloomy
					
Grass/Poison L50	Poison L50	Poison/Flying L50	Grass/Poison L50	Bug/Grass L50	Grass/Poison L50

Tip Lad uses lots of Poison and Grass types. Use your Fire type and Pokémon with Psychic attacks.

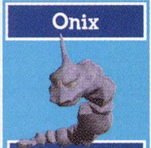
Jr. ♂

Fetchant	Digster	Pidgant	Dugster	Shrant	Geoster
					
Normal/Flying L50	Ground L50	Normal/Flying L50	Ground L50	Ground L50	Rock/Ground L50

Tip Haul out your Water types and you'll wash out the Ground types in this Trainer's line-up. Heck, bring two Water types, if it suits you.

Gym Leader

Brock

Onix	Graveler	Cubone	Vulpix	Omanyte	Kabuto
					
Rock/Ground L50	Rock/Ground L50	Ground L50	Fire L50	Rock/Water L50	Rock/Water L50

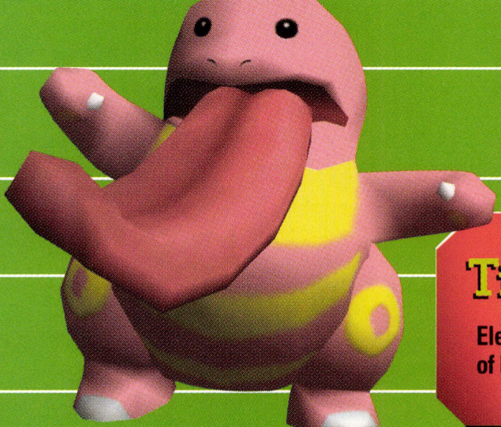
Tip Brock is all about Rock and Ground types. You know what that means, right? *Water types!* The Water types you use also counter Brock's one Fire type.

Cerulean Gym

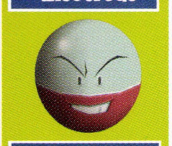
Misty is the Leader of the next Gym. She's a Water type Trainer all the way. Send in some heavy-hitting Electric types and maybe a Grass type or two. Her Trainers aren't all water, though, so take that into account when choosing your team.

Rental Recommendations

Cerulean Gym is more straightforward than Pewter Gym. Most of its Trainers are big on Water types. We like to take along some insurance, though, so here's our list of rentals:



Rental Recommendations

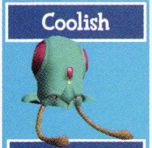
Electrode	Kadabra	Raichu
		
Electric L50 HP 143	Psychic L50 HP 123	Electric L50 HP 143

Magmar	Staryu	Graveler
Fire L50 HP 148	Water L50 HP 113	Rock/Ground L50 HP 138

Tip Electric types are your big guns in this Gym. Staryu has the bonus of being Water type with an Electric attack type.

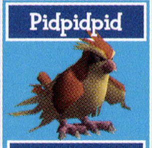
Trainers

Fisher

Squirtish	Poliwish	Karpish	Wartorish	SeaKish	Coolish
					
Water L50	Water L50	Water L50	Water L50	Water L50	Water/Poison L50

Tip Fisher is strictly a Water type Trainer. Respond with your Electric types. Think of this as a warm-up for Misty.

Jr. ♀

Pidpidpid	Seasea	KadaKada	Voltvolt	Digdig	Jigjig
					
Normal/Flying L50	Water L50	Psychic L50	Electric L50	Ground L50	Normal L50

Tip This is a bit of a challenge. Send an Electric type and a Ground type. A Psychic type isn't a bad idea, either. You must prepare for anything from this Trainer.

Swimmer

Pokémon	Type	Level
Meowmer	Normal	L50
Goldmer	Water	L50
Mankmer	Fighting	L50
Nytemer	Rock/Water	L50
Fairymer	Normal	L50
Polimer	Water	L50

Tip Send an Electric type, of course, to counter Swimmer's Water types (which he prefers). Also pack up a Ground or Rock type—but don't use it against the Water types!

Gym Leader

Misty

Pokémon	Type	Level
Starmie	Water/Psychic	L50
Horsea	Water	L50
Psyduck	Water	L50
Blastoise	Water	L50
Staryu	Water	L50
Seel	Water	L50

Tip There's a lot of Water here! Send your Electric types and Staryu, if you have it, because it has an Electric attack.

Vermilion Gym

Surge leads the Vermilion Gym. He just loves Electric type Pokémon, so you need some strong Ground types. But Vermilion's first Trainer is Sailor, who loves Water types, so you'll need an Electric type, as well. And because the third Trainer, Old Man, likes Fire types, a Water type will be useful. (You can also use Ground to get by, though.)

Rental Recommendations

Our team is pretty straightforward. One big warning: Surge has a Raichu with a Surf attack. It's deadly versus Ground types, so keep that in mind when you reach the Vermilion Gym Leader.

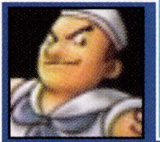
Rental Recommendations

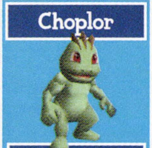
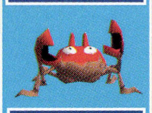
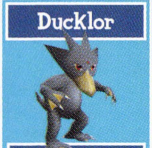
Pokémon	Type	Level	HP
Charizard	Fire/Flying	L50	HP 161
Dugtrio	Ground	L50	HP 118
AlaKazam	Psychic	L50	HP 138
Golem	Rock/Ground	L50	HP 163
Dewgong	Water/Ice	L50	HP 173
Electrode	Electric	L50	HP 143

Tip This team is Ground-heavy, because Surge uses Electric types. Again, check the Trainers to see what else to expect if you're building your own team.

Trainers

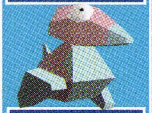
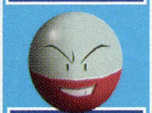
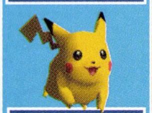
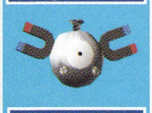
Sailor



Choplor	Spealor	Krablor	Pokelor	Shellor	Ducklor
					
Fighting	Normal/Flying	Water	Water/Psychic	Water	Water
L50	L50	L50	L50	L50	L50

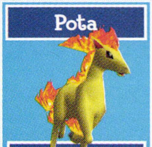
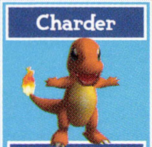
Tip Sailor uses mostly Water types on his team. Send an Electric type to deal with them. A Psychic type is good for the other types, but use what you're familiar with.

Rocker

Poryace	Voltace	Electrace	Pikace	Buzzace	Magnemace
					
Normal	Electric	Electric	Electric	Electric	Electric
L50	L50	L50	L50	L50	L50

Tip Here's a mini-Surge battle. Rocker has mostly Electric types, so send at least two Ground types. With the right combo, this fight can go quickly.

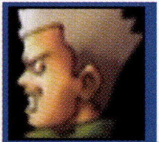
Old Man

Grothe	Niran ♂	Nidon ♀	Pota	Charleon	Charder
					
Fire	Poison	Poison	Fire	Fire	Fire
L50	L50	L50	L50	L50	L50

Tip Fire and Poison types are Old Man's mainstays. Ground types do well against Fire *and* Poison. How lucky for you.

Gym Leader

Surge



Raichu	Voltorb	Electrode	Pikachu	Magnemite	Magneton
Electric	Electric	Electric	Electric	Electric	Electric
L50	L50	L50	L50	L50	L50

Tip Surge's team includes only Electric types. Pack your lineup with Ground, but *watch out* for the Raichu with a Surf attack! It can wipe out your Ground types. Bring Alakazam in case the Riachu shows up.

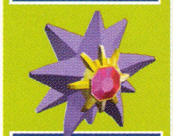
Celadon Gym

Erika leads this Gym. Her focus is on Grass type Pokémon, so to deal with her you'll need Fire types. Her Trainers are all over the map, though, so mix it up a bit. Luckily, Fire types are multipurpose.

Rental Recommendations

This lineup is a good start. It will slice through the Celadon Gym.

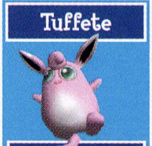
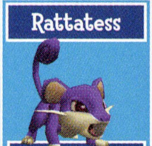
Rental Recommendations

Electabuzz	Kadabra	Cloyster
Electric L50 HP 148	Psychic L50 HP 123	Water/Ice L50 HP 133
Magmar	**Flareon**	**Starmie**
		
Fire L50 HP 148	Fire L50 HP 148	Water/Psychic L50 HP 143

Tip Two Fire types and a mix of other types will serve you well in this Gym Leader Castle. You need the variety to get to Erika.

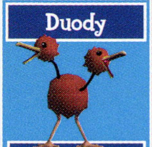
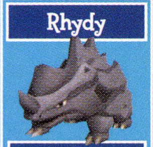
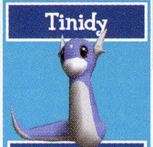
Trainers

Lass

Puffete	Tuffete	Eevette	Cuboness	Parasess	Rattatess
					
Normal L50	Normal L50	Normal L50	Ground L50	Bug/Grass L50	Normal L50

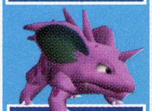
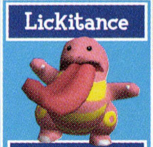
Tip A Fire type in your corner is a good bet, as is a Water type. (We love Starmie.) The Pokémon in this battle are varied. but you can handle them.

Beauty

Yudy	Seady	Duody	Pidgeody	Rhydy	Tinidy
					
Water L50	Water L50	Normal/Flying L50	Normal/Flying L50	Ground/Rock L50	Dragon L50

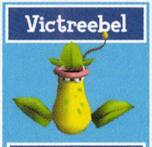
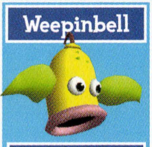
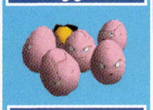
Tip Send an Electric type to deal with the Water and Flying types. Starmie is a good choice, as well: it's a Water type Pokémon with an Electric attack.

Cool ♀

Marowance	Chanseance	Sectance	Rinarance	Rinorance	Lickitance
					
Ground L50	Normal L50	Bug/Grass L50	Poison L50	Poison L50	Poison L50

Tip OK, send a Water type and some Pokémon with fast, strong attacks. This battle isn't a cakewalk.

Gym Leader

Erika	Gloom	Victreebel	Tangela	Vileplume	Weepinbell	Exeggcute
						
	Grass/Poison L50	Grass/Poison L50	Grass L50	Grass/Poison L50	Grass/Poison L50	Grass/Psychic L50

Tip Here's where your Fire types come into their own. Pack up a Psychic type as well. Don't worry about the Poison types. The battle won't last long enough for Poison to take out one of your Pokémon.

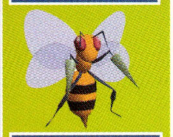
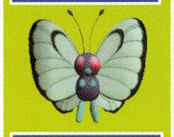
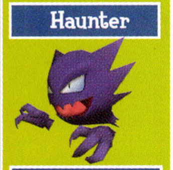
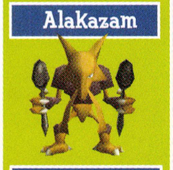
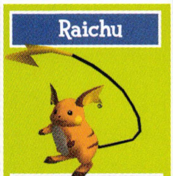
Fuchsia Gym

Fuchsia Gym is where you'll find Koga, the Poison type Trainer. Prepare for Poison types, with some Bug types: Juggler, the third Fuchsia Gym Trainer, uses *only* Psychic types. (Bug types are great against Psychics, as well.)

Rental Recommendations

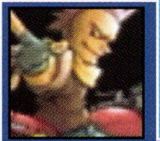
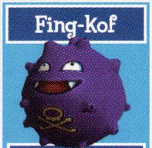
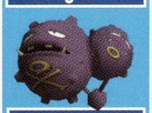
Preparing for this Gym is a little easier than for others, because two Trainers are mainly Poison types, and one is exclusively Psychic. Beedrill has a Bug attack, so use it.

Rental Recommendations

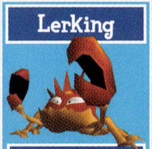
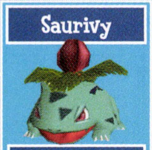
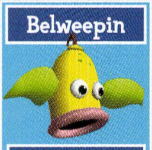
Beedrill	Butterfree	Golem
		
Bug/Poison L50 HP 148	Bug/Flying L50 HP 143	Rock/Ground L50 HP 163
Haunter	**Alakazam**	**Raichu**
		
Ghost/Poison L50 HP 128	Psychic L50 HP 138	Electric L50 HP 143

Tip If you have personal Pokémon with Bug attacks, bring 'em. Otherwise, stick with this lineup for your best chance at success.

Trainers

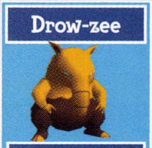
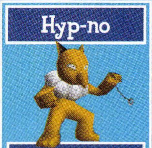
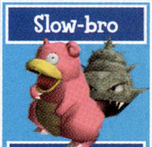
Biker	Fing-Kof	Er-grim	Tod-it	Zing-wee	At-venon	Acool-tent
						
	Poison L50	Poison L50	Normal L50	Poison L50	Bug/Poison L50	Water/Poison L50

Tip Bring your Beedrill (or other Bug type), as well as an Electric type. A Ground or Rock type can help withstand the Poison attacks.

Tamer	Lerking	Slashsand	Therscy	Saurivy	Belweepin	Chokema
						
	Water L50	Ground L50	Bug/Flying L50	Grass/Poison L50	Grass/Poison L50	Fighting L50

Tip Use a Fire type if you have one. Bug types are good against Grass, as well as Poison. Consider using your Psychic type to counter Tamer's Fighting and Bug types.

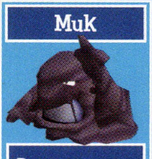
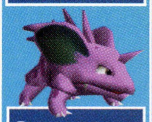
Juggler

Drow-zee	Kad-abra	Mr.-mime	Hyp-no	Ab-ra	Slow-bro
					
Psychic L50	Psychic L50	Psychic L50	Psychic L50	Psychic L50	Psychic L50

Tip Beedrill and Butterfree can damage these Psychic types. Include a Ground or Rock type, as well.

Gym Leader

Kogo

Venomoth	Muk	Weezing	Venonat	Nidorina	Nidorino
					
Bug/Psychic L50	Poison L50	Poison L50	Bug/Poison L50	Poison L50	Poison L50

Tip Take your Bug type Pokémon and a Psychic type to bring the roof down on this Gym Leader.

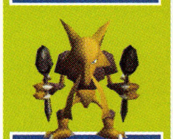
Saffron Gym

Sabrina's tower is home to Saffron Gym. Sabrina is a fanatic for Psychic types. As with the other Gym Leaders, though, her Trainers' types vary. Prepare for Psychic, Ghost, Fighting, and Fire: yikes!

Rental Recommendations

It's tough to prepare well for Saffron Gym. You must anticipate a lot of Pokémon types. This group worked for us.

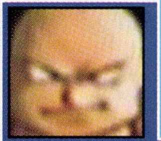
Rental Recommendations

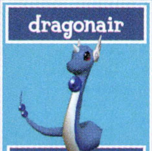
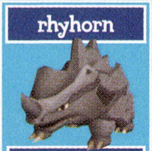
Haunter	Raichu	AlaKazam
		
Ghost/Poison L50 HP 128	Electric L50 HP 143	Psychic L50 HP 138
Tentacruel	**Golem**	**Flareon**
Water/Poison L50 HP 163	Rock/Ground L50 HP 163	Fire L50 HP 148

Tip You may want to substitute Beedrill for one of the foregoing Pokémon. We got through without it, though. The Trainers in this Gym vary, which makes it hard to choose a good team. Take your time and check out the opposition.

Trainers

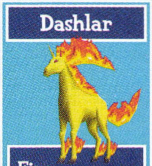
Cueball



dragonair	primeape	dewgong	manKey	machop	rhyhorn
					
Dragon	Fighting	Water/Ice	Fighting	Fighting	Ground/Rock
L50	L50	L50	L50	L50	L50

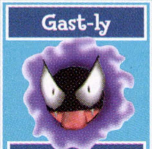
Tip Include a Psychic type on your team to deal with Cueball's Fighters. A Water type will counter his Rhyhorn, and perhaps an Electric type for some extra zing.

Burglar

Talar	Vular	Ponylar	Growlar	Charmelar	Dashlar
					
Fire	Fire	Fire	Fire	Fire	Fire
L50	L50	L50	L50	L50	L50

Tip Fire is Burglar's style. Send in a Water type, for sure, and a Ground or Rock type. The third choice? Anything goes!

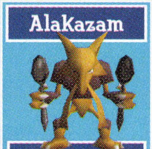
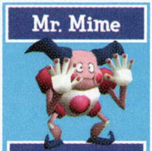
Medium

Gast-ly	Haunt-er	Gen-gar	Gol-bat	Licki-tung	Tent-cruel
					
Ghost/Poison	Ghost/Poison	Ghost/Poison	Poison/Flying	Normal	Water/Poison
L50	L50	L50	L50	L50	L50

Tip Take a Psychic and Haunter to help with the Ghost types. Your Raichu can pack a punch against the other types.

Gym Leader

Sabrina

AlaKazam	Kadabra	Mr. Mime	Hypno	Exeggutor	Jynx
					
Psychic	Psychic	Psychic	Psychic	Grass/Psychic	Ice/Psychic
L50	L50	L50	L50	L50	L50

Tip Here's where a Bug type would come in handy. Send your own Psychic type and your Haunter. Then mix it up with a heavy-hitter, such as Golem.

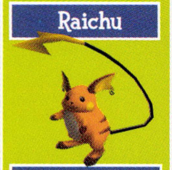
Cinnabar Gym

You've come a long way, haven't you? Blaine oversees Cinnabar Gym, and spends his time training Fire type Pokémon. Blaine has two Normal types, but Fire is his passion. Thus, Water types should be your passion for this Gym. His Trainers are no slouches, so choose your team wisely.

Rental Recommendations

The following Pokémon got us through the Cinnabar Gym. They'll always have a special place in our hearts.

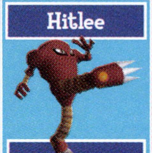
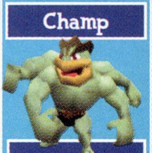
Rental Recommendations

Tentacruel	Seadra	Alakazam
Water/Poison L50 HP 163	Water L50 HP 138	Psychic L50 HP 138
Golem	Haunter	Raichu
		
Rock/Ground L50 HP 163	Ghost/Poison L50 HP 128	Electric L50 HP 143

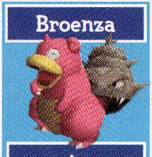
Tip

Again, we suggest two types to use against the Leader—in this case, Water—and the rest to deal with the other Trainers. It's a good formula, even if you use your own Pokémon.

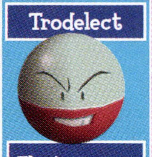
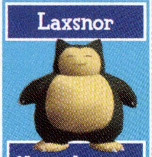
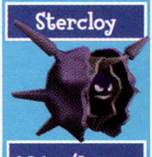
Trainers

Judoboy	Ticate	Prime	ChoKe	Nido	Hitlee	Champ
						
	Normal L50	Fighting L50	Fighting L50	Poison/Ground L50	Fighting L50	Fighting L50

Tip Your Psychic can beat up Judoboy's Fighting types. Teach him about mind over matter. Include a Rock or Ground type, as well.

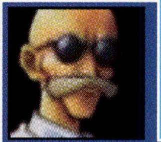
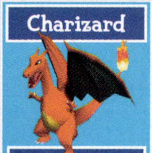
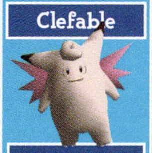
Psychic	Broenza	Zamenza	Wrathenza	Mienza	Jynenza	Hypnenza
						
	Water/Psychic L50	Psychic L50	Water/Fighting L50	Water/Psychic L50	Ice/Psychic L50	Psychic L50

Tip Teach this Trainer about your Electric type. Include Haunter, too, to make Psychic understand that the Gym is going to be *yours*.

Nerd	Trodelect	Laxsnor	Lemgo	Utoexegg	Umk	Stercloy
						
	Electric L50	Normal L50	Rock/Ground L50	Grass/Psychic L50	Poison L50	Water/Ice L50

Tip Nerd has a good mix of Pokémon. We suggest an Electric type, a Water type, and a Fire type. Make sure you switch out when you're in a bad match, though.

Gym Leader

Blaine	Charizard	Arcanine	Rapidash	Magmar	Clefable	KangasKhan
						
	Fire/Flying L50	Fire L50	Fire L50	Fire L50	Normal L50	Normal L50

Tip Send both of your Water types and a third heavy-hitter (*not* a Grass type) to deal with any Normal types Blaine might bring.

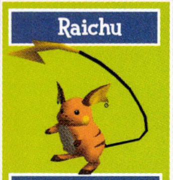
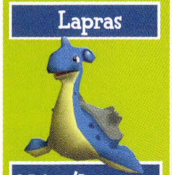
Viridian Gym

Defeating Blaine allows you to enter the Viridian Gym to face Giovani and his cronies. Unlike the other gyms, this one has no theme you can prepare for. Study the Trainers' lineups and choose accordingly.

Rental Recommendations

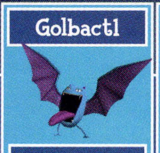
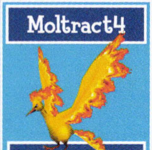
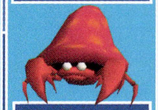
This team was a boon to our battle through Viridian Gym. We were able to defeat all four Trainers and continue.

Rental Recommendations

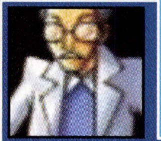
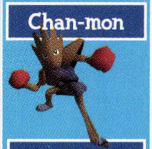
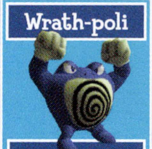
Raichu	AlaKazam	Golem
		
Electric L50 HP 143	Psychic L50 HP 138	Rock/Ground L50 HP 163
Starmie	Magmar	Lapras
		
Water/Psychic L50 HP 143	Fire L50 HP 148	Water/Ice L50 HP 213

Tip

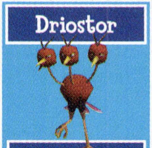
Trainers

RocKet	Golbact1	Catact2	Peract3	Moltract4	Drioact5	Sectact6
						
	Poison/Flying L50	Normal L50	Normal L50	Fire/Flying L50	Normal/Flying L50	Bug/Grass L50

Tip With Raichu on your team, you can take care of Flying types. Starmie will put the smack down on the rest.

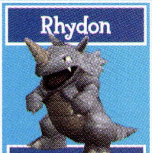
Lab Man	Tops-Kabu	Ton-magne	Ow-fear	Chan-mon	Wrath-poli	Tung-licKi
						
	Rock/Water L50	Electric L50	Normal/Flying L50	Fighting L50	Water/Fighting L50	Normal L50

Tip Starmie, Raichu, and Golem are our favorites in this battle. This all-around team can handle most threats.

Cool ♂	Omstor	Driostor	Cruelstor	Fablestor	Zapstor	Pinstor
						
	Rock/Water	Normal/Flying	Water/Poison	Normal	Electric/Flying	Bug
	L50	L50	L50	L50	L50	L50

Tip An Electric type is a must for this battle. Add a Rock or Ground type, and you'll be in good shape.

Gym Leader

Giovani	Persian	Dugtrio	Nidoqueen	NidoKing	Rhydon	Tauros
						
	Normal	Ground	Poison/Ground	Poison/Ground	Ground/Rock	Normal
	L50	L50	L50	L50	L50	L50

Tip Use your Water type, because Giovani has a bunch of Ground types. A couple of other Pokémon with good attacks will round out your team and get you past this Trainer.

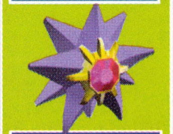
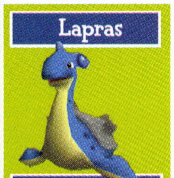
Elite Four Castle

Vanquish all the Gym Leaders to acquire the key to the Elite Four Castle. There you'll face a quartet of the best Trainers who deviously include two or three Pokémon types and multitypes in their teams. Think carefully when choosing your champions. Study the Elite Four's lineups and choose the best matches.

Rental Recommendations

This is an all-purpose lineup, if there ever was one! You'll get excellent results from every Pokémon here. The Elite Four are not pushovers, so fight well.

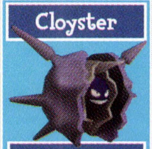
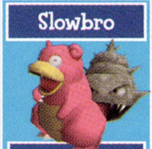
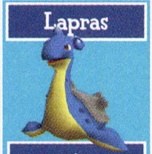
Rental Recommendations

Raichu	Alakazam	Golem
Electric L50 HP 143	Psychic L50 HP 138	Rock/Ground L50 HP 163
Starmie	**Lapras**	**Flareon**
		
Water/Psychic L50 HP 143	Water/Ice L50 HP 213	Fire L50 HP 148

Tip You'll find several major Pokémon types represented here. You can counter almost anything, but the Elite Four have almost *everything*! You must choose well.

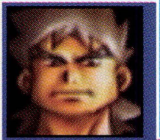
Trainers

Lorelei

Dewgong	Cloyster	Slowbro	Jynx	Lapras	Articuno
					
Water/Ice	Water/Ice	Water/Psychic	Ice/Psychic	Water/Ice	Ice/Flying
L50	L50	L50	L50	L50	L50

Tip Pit Raichu against Lorelei. Starmie can help, too, with its Electric attack. Don't include your Fire or Ground types. Consider a Psychic type for your third choice.

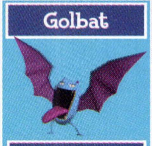
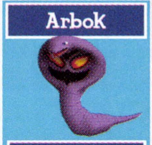
Bruno



Onix	Hitmonchan	Hitmonlee	Machamp	Golem	Rhydon
Rock/Ground	Fighting	Fighting	Fighting	Rock/Ground	Ground/Rock
L50	L50	L50	L50	L50	L50

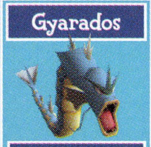
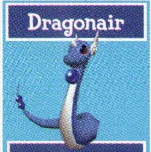
Tip Fighting and Rock types are Bruno's favorites. Use Water and Psychic types against him.

Agatha

Haunter	Golbat	Arbok	Muk	Venusaur	Gengar
					
Ghost/Poison	Poison/Flying	Poison	Poison	Grass/Poison	Ghost/Poison
L50	L50	L50	L50	L50	L50

Tip The creepy Agatha uses Poison and Ghost types. Send in your Ground and Psychic types to counter them. Include a Fire type, as well. Soon Agatha will fall and open the way to the final Trainer.

Lance

Gyarados	Dragonair	Aerodactyl	Lapras	Charizard	KangasKhan
					
Water/Flying	Dragon	Rock/Flying	Water/Ice	Fire/Flying	Normal
L50	L50	L50	L50	L50	L50

Tip Lance's uses mostly Flying type Pokémon (combining them with other types). Take your Electric for the Flying and Water type enemies. Include a Water type for the Charizard and Aerodactyl. And take Starmie: it's both Water and Psychic types and has an Electric attack.

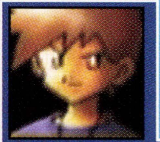
Upper Floor: Final Battle

You've almost made it. After battling through the eight Gym Leaders and the Final Four, you receive the key to the Upper Floor. There you face … your Rival!

You don't get to choose a new set of Pokémon. The six you used against the Final Four will carry on with you to this battle.

Trainers

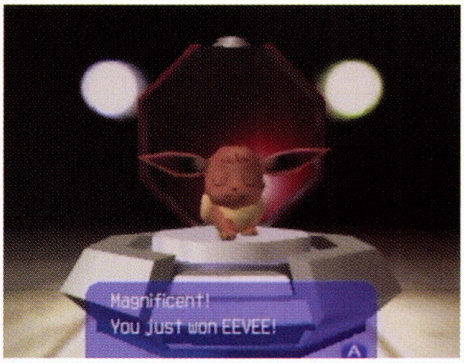
You face only one Trainer this time. Don't be discouraged if you lose. Rival is *good*, no doubt about it. If you use rentals, he'll be a handful.

Rival	Exeggutor	Slowbro	Ninetales	Clefable	Electabuzz	Pinsir
						
	Grass/Psychic L50	Water/Psychic L50	Fire L50	Normal L50	Electric L50	Bug L50

Tip Rival's Clefable can be a pain. Take some heavy-hitters. Raichu and Starmie are good choices. Switch out if you're not making a dent in the enemy Pokémon.

The Prize

All the Trainers have fallen to your Pokémon, so you get a *special* prize. An excellent bonus for your Game Boy *Pokémon* game.

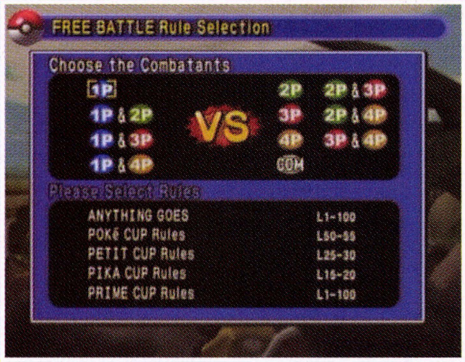


Magnificent!
You just won EEVEE!

And who did you find at the end of the Gym Leader trail?

FREE BATTLE

Here it is—an all-out battle between you and up to three of your friends in any combination—one-on-one, one-on-two, or two-on-two. If you've trained your own Pokémon on your GB Game Paks, pit them against your friends and their Pokémon in this battle.



FREE BATTLE Rule Selection

Choose the Combatants

1P
1P & 2P
1P & 3P
1P & 4P
VS
2P
3P
4P
COM
2P & 3P
2P & 4P
3P & 4P

Please Select Rules

ANYTHING GOES L1-100
POKé CUP Rules L50-55
PETIT CUP Rules L25-30
PIKA CUP Rules L15-20
PRIME CUP Rules L1-100

Choose your enemies!

Rules for this competition vary according to the number of players, so check them out in the game manual.

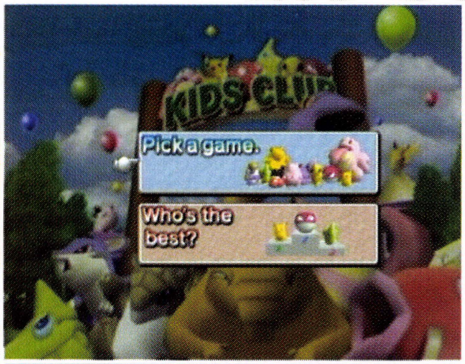
Simple and to the point, Free Battle is a more involved version of Battle Now! with more players and your choice of Pokémon.

Do you have what it takes to beat your friends? Prove it here!

KIDS CLUB: JUST FOR FUN

One battle after another can wear a Trainer out. Sure, you're doing great, but maybe you need to relax, recharge your mental batteries, and not worry about the Level 100 Pokémon getting ready to fry your Level 5 MagiKarp.

The Kids Club is the place to go when you need some competition without the worry of fainting. Nine Mini-Games await you, and they're all a blast to play. So take a breather and let your Pokémon get a well-deserved rest as you unwind.



What style will you play?

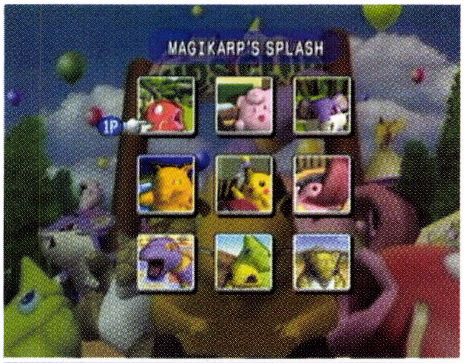
The Setup

Easy enough—first decide whether you want to choose and play games yourself, one by one, or compete in randomly chosen games.

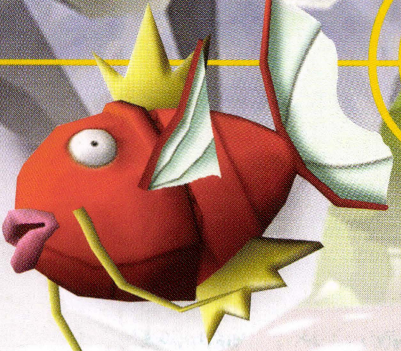
For single-game play, choose Pick a Game. To compete, choose Who's the Best? and challenge your friends or the computer. For both, you'll choose how many human players will join in. Then it's off to the races!

If you choose Pick a Game, you'll view three rows of games. Move the cursor to the game you want to play and press Ⓐ to select it.

In Who's the Best? mode, one player chooses the game. You'll find all the details later in this section. Here's an overview of the Kids Club's nine Mini-Games.



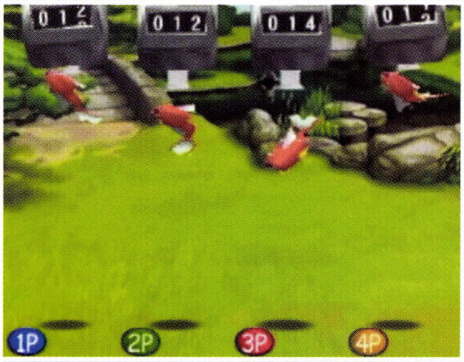
So many choices.



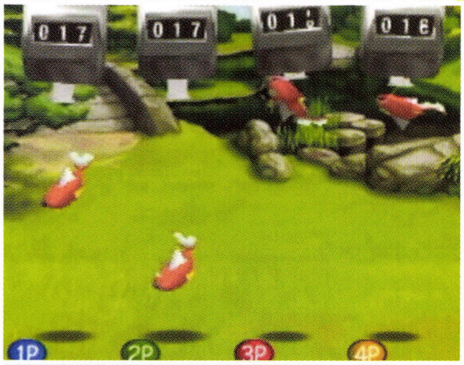
The Mini-Games

MagiKarp's Splash

In "Magikarp's Splash," the orange Pokémon sure can flop high into the air. Jump your Magikarp high and fast—high enough to hit the counter at the top of the screen, and fast enough to hit the counter more often than your opponents.

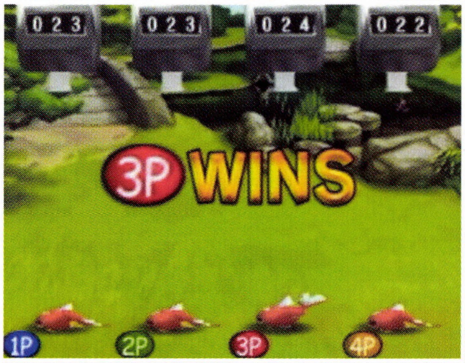


On your marks!



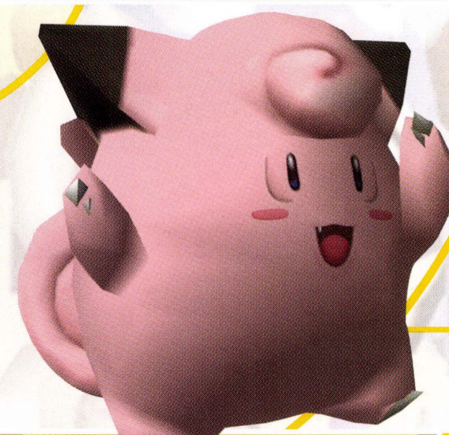
Leap up and slap the counter. Speed is essential.

Press and hold Ⓐ to make Magikarp jump. Holding Ⓐ makes the jump a high one. Let go of Ⓐ before Magikarp hits the ground, and then press it again for another jump.



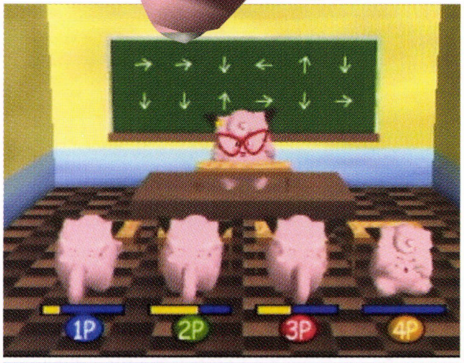
The fastest Pokémon wins the game!

Time your button presses: Try to press Ⓐ just as Magikarp hits the ground. If you nail the timing, it will pop back up without a pause. Press the button too late or too soon, and Magikarp will stop. If that happens, release Ⓐ and try again.



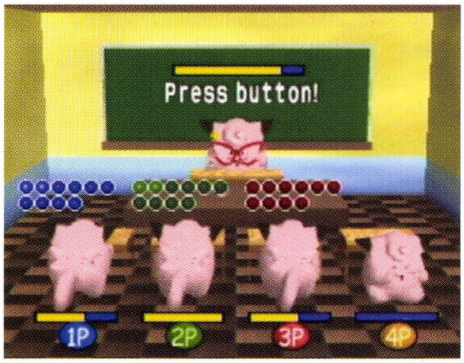
Clefairy Says

In this version of "Simon Says," the Clefairy teacher draws a pattern of arrows on the chalkboard. Watch closely!

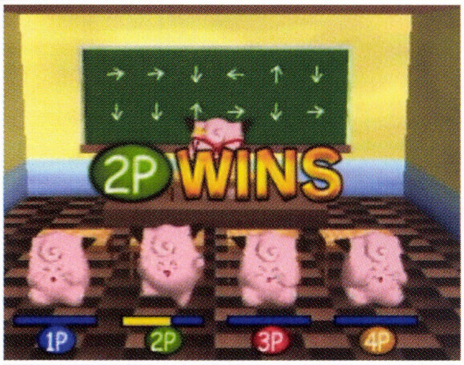


Remember the arrow pattern to repeat it faithfully.

When the Clefairy teacher gives the signal, press the Control Pad in the same pattern. The Clefairy will dance to the music.



The choreography is stunning. Miss a beat, though, and you'll get bopped.



The Clefairy student who lasts longest wins.

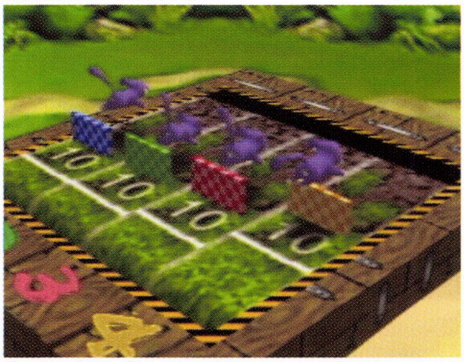
If you entered the wrong direction, or no direction at all, your Clefairy gets a bop on the bean—one bop for each missed move. Five bops and your Clefairy is out.

The Clefairy that keeps up the best wins the game.

Tip

The Clefairy teacher only adds to the pattern, so the beginning is always the same. Concentrate on the added parts.

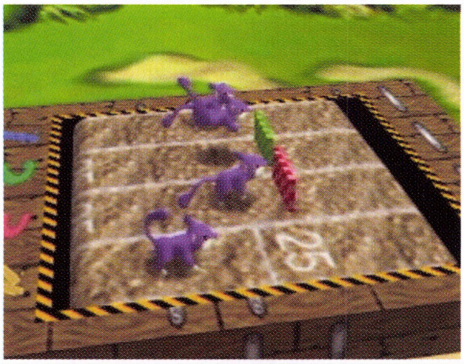
Run, Rattata, Run



This is no way to get out of the Rattata race. *Run*!

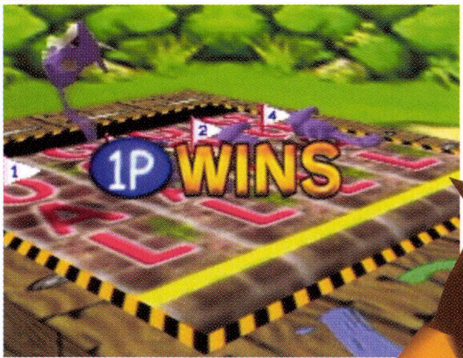
How about a straightforward footrace? Your Rattata are running like heck on a treadmill course with a few surprises. You must jump over the walls that pop up. First one to the goal wins. Tap Ⓐ repeatedly to make your Rattata run, and push upward quickly on the Control Pad to make the Pokémon jump.

Tap Ⓐ for all you're worth! Speed will keep you ahead of the pack. Remember to look up, though.



Run, run, run, and *jump*!

When walls appear around the track, press upward on the Control Pad. If your timing is off, your Rattata will smack into the wall and sit down, losing precious seconds.

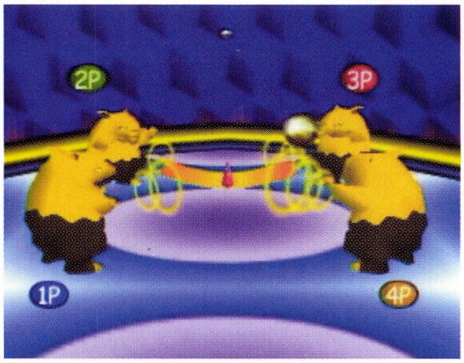


The winner, by a whisker!

When you spot the yellow goal line, pour on the speed. Cross it first to win!

Snore War

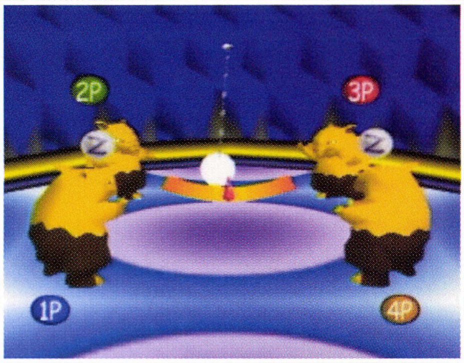
Take a turn with the Drowzee in "Snore War." Each of the four Drowzee tries to hypnotize the others into falling asleep. To do it, they must press Ⓐ when the pendulum is centered on the red spike.



Watch the pendulum closely. It speeds up!

Use your eyes and your ears to judge when to press Ⓐ. The tone helps as much as the sight of the swinging pendulum.

You'll know your timing's off if your Drowzee has a "Z" over its head. You can miss a few times before you fall asleep yourself, but catch up quickly!



Opponents start dropping off to sleep.

2P
3P
2P WINS
1P
4P

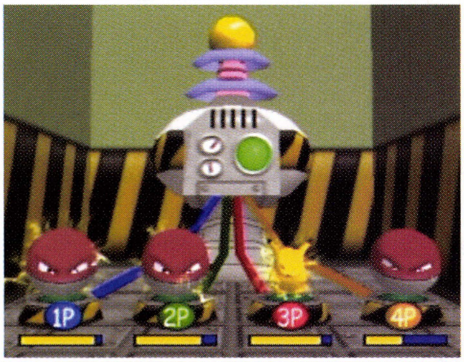
A nap sounds really good right about now.

The last Drowzee awake is the winner. But what a pleasant way to lose. Feeling sleepy?

Thundering Dynamo

In contrast to the lazy Drowzee, a group of Electric Pokémon are competing to charge up and zap the losers. It's a game of "Blue Light, Green Light." Every time the light is green, tap Ⓑ repeatedly; when it's blue, tap Ⓐ rapidly.

The key to winning this game is to remember which button is green and which is blue. You can't waste time watching them.



That's one mean-looking Dynamo. Let's see what happens when it's charged up!

Just … a little … more juice!

Keep your eyes glued to the light on the Dynamo. When it changes, you must switch buttons as fast as—well, lightning. Pressing the wrong button drains energy from your Pokémon.

Be the first to charge up the Dynamo and you win.

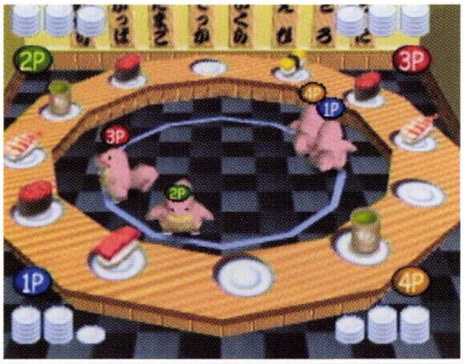
2P WINS
1P
2P
3P
4P

Now *that's* a light show. The winner stays grounded and the rest get zapped!

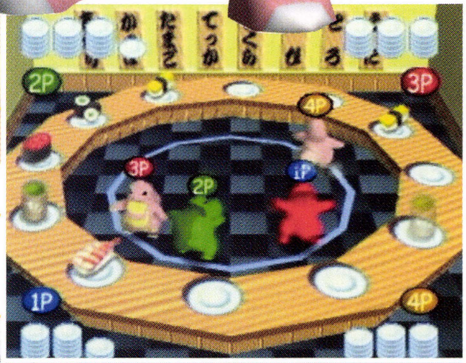
Sushi-Go-Round

Lickitung *love* sushi. They can eat a ton of it. It's your job to feed your Lickitung well. Press Ⓐ to make your Pokémon eat, and use the Control Stick to move around the restaurant and aim at the sushi you want.

The Lickitung that runs up the biggest bill wins. You'll view the price list at the beginning of the game, but there's a more important clue ....

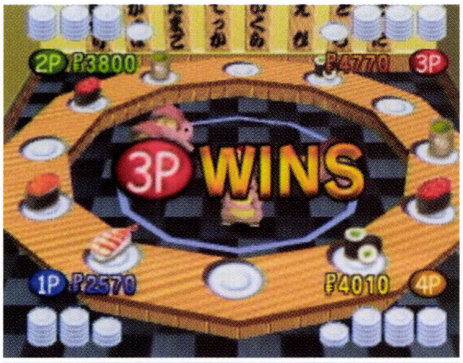


Eat, eat, eat! It will make you strong.



Uncontrolled gluttony may not win the game. You must watch what you eat.

You do want to eat the more expensive sushi pieces, but eat as many of the same kind in a row as you can. Doing so boosts your score like nothing else.

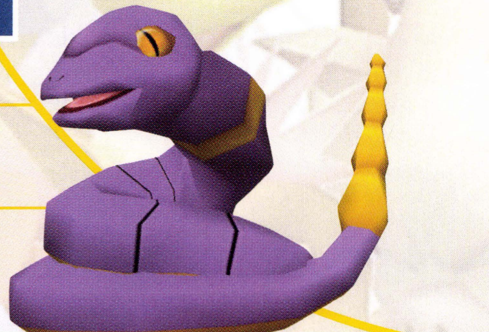


Not only will the hungriest Lickitung win, it will be well-fed.

Tip

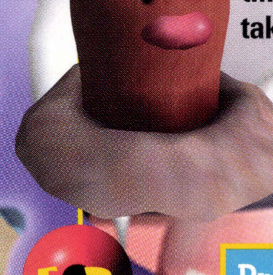
Stay away from the pots of wasabi. They cost little and you'll waste time while Lickitung runs around screaming.

Rack up the most expensive bill and you'll win! Now let's hope you don't get stuck with the check ....

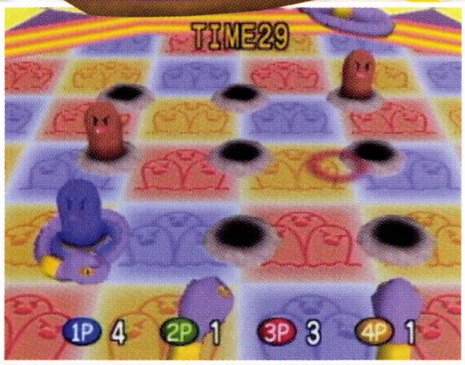


EKans' Hoop Hurl

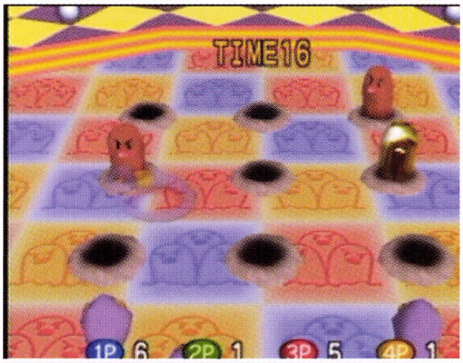
Have you ever wanted to toss a ring over a Diglett? Now's your chance. Use the Control Pad to aim with Ekans' head. Wherever your Ekans is facing, that's where it will go. Use the Control Stick to toss Ekans at a Diglett.



The trick is to get the Control Stick–flick just right. A *really* tiny flick tosses Ekans to the first row. Mastering this game takes a lot of practice.



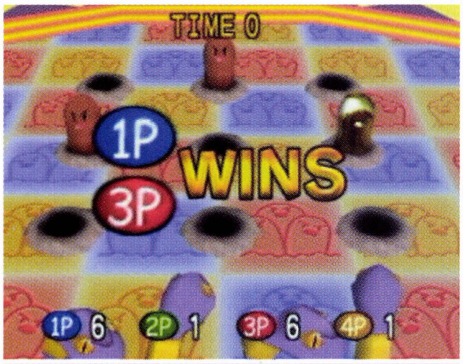
Go ahead and throw, Ekans doesn't mind.



Aim carefully before tossing.

A gold Diglett is worth two points. If you have a toss lined up, though, don't wreck it just to go after a gold Diglett. Get the shot you were aiming for, and *then* go for the gold.

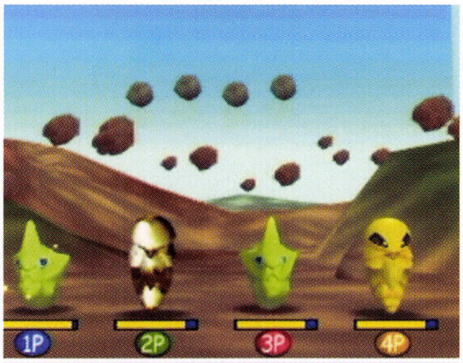
The player who has the most Diglett wins.



The Ekans with the most Diglett wins.

Rock Harden

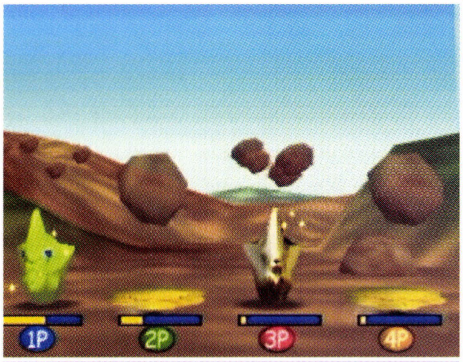
This game is a boulder-bashing good time! Rocks are tossed at your Pokémon, who conveniently all have the Harden skill. Press Ⓐ to activate Harden and the rocks will break harmlessly. Using Harden uses up HP, however.



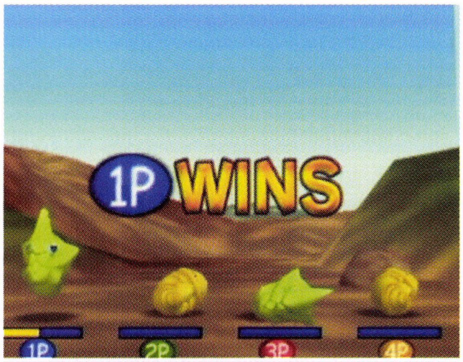
The rain is a little tough in these parts.

Don't just hold Ⓐ during a barrage of boulders. Your HP will drain away and leave you unconscious. Tap Ⓐ just before a rock hits and *as soon as it breaks*, let go.

Even when three boulders are crashing down almost on top of each other, tap Ⓐ, don't hold it. Watch the shadows of incoming rocks. Press Ⓐ when the rock's shadow touches yours.

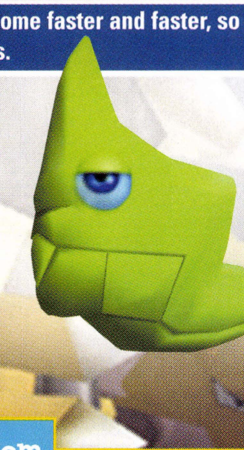


The rocks come faster and faster, so keep on your toes.



Only the tough can survive such a pounding.

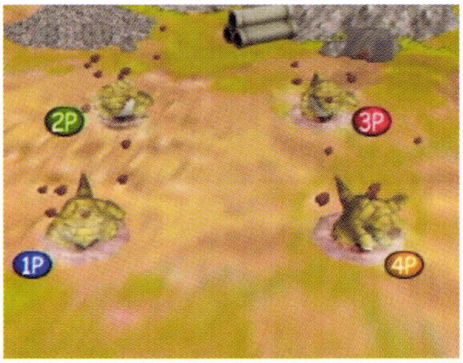
The Pokémon that uses the Harden skill wisely will be the last one standing.



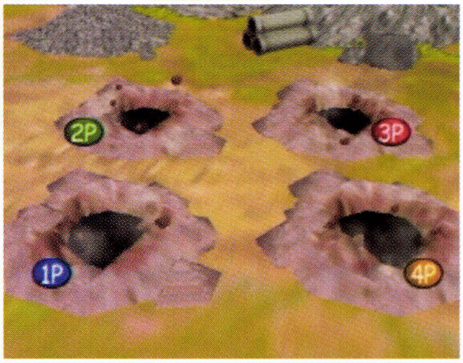
Dig! Dig! Dig!

The title says it all: make your Sandshrew burrow down until it hits water. Alternate pressing L and R to dig down. Pressing both at once, though, halts the digging for a moment.

The only stumbling block is tapping both buttons at once. Make sure you keep an even rhythm (fast, but even) between button presses.



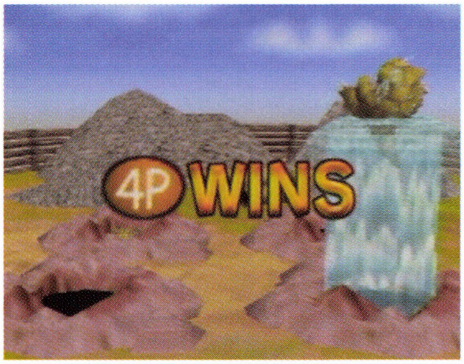
Get the jump on your opponents. Start tapping before the game begins.



Where did everybody go?

You can tell how far you are by the pile of dirt around the hole. The bigger the pile, the deeper you are.

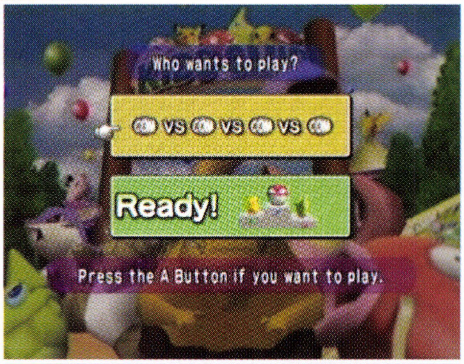
The Sandshrew that hits water first wins. Keeps you cool and clean.



It's a refreshing shower for the winner.

Who's the Best?

Once you know how to play all the games, see how you do in the clutch. Can you remain victorious when the pressure is on? Choose "Who's the Best?" and find out.



Who wants to play?

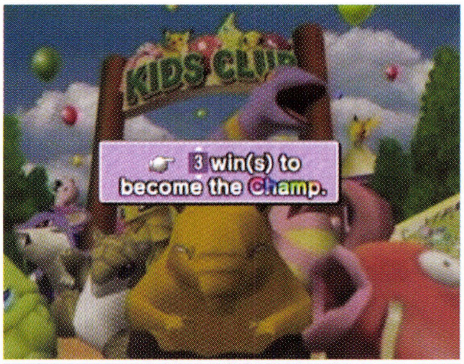
COM VS COM VS COM VS COM

Ready!

Press the A Button if you want to play.

Again, choose how many human players will compete.

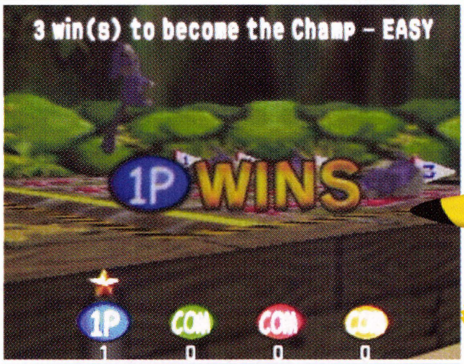
The first game will be chosen randomly. Cross your fingers and hope it's one of your strengths. Play as you learned here and you'll do well: go ahead, blast the competition!



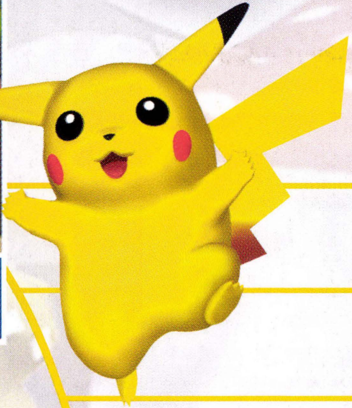
3 win(s) to become the Champ.

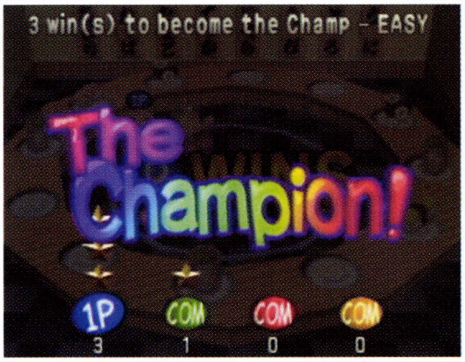
Then decide how many wins a player must get to become champion.

If you don't win, you may still get a chance to choose the next game. Pick one you know you're really good at to get back in the race.


3 win(s) to become the Champ - EASY
1P WINS
1P COM COM COM
1 0 0 0

The winner gets a gold star. One of the losers gets to choose the next game.




3 win(s) to become the Champ - EASY
The Champion!
1P COM COM COM
3 1 0 0

Win the number of games you decided on in the beginning to become the Champion. Congratulations!

GB TOWER: POKÉMON ON TV!

Want some big-screen action? The GB Tower will allow you to play your Game Boy *Pokémon* game on your TV.

You'll need a controller, a Transfer Pak, and a Game Boy *Pokémon* game. Make sure your N64 is turned off when you plug your Game Pak into the Transfer Pak.

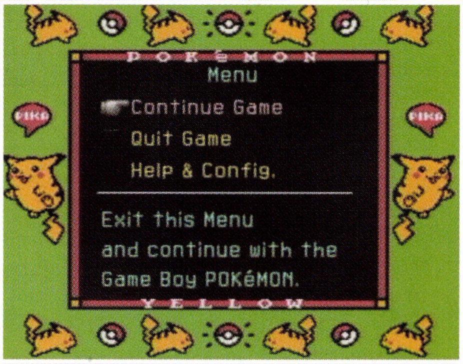
POKéMON
Pokémon Pika! YELLOW VERSION
©1995-1999 GAME FREAK inc.
YELLOW
Button: Menu

Pokémon never looked so good!

Starting Up

Select GB Tower from the *Pokémon Stadium* screen. Choose your Game Pak and be whisked away to the world of *Pokémon*.

Press ©▲ to access the menu.

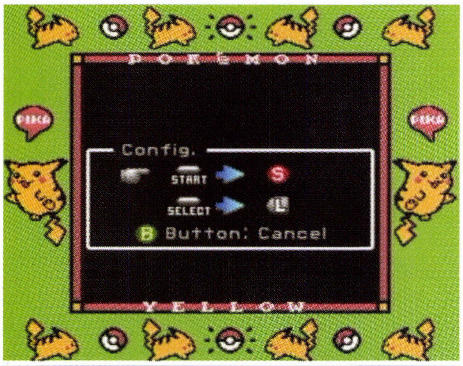

POKéMON
Menu
Continue Game
Quit Game
Help & Config.
YELLOW

Exit this Menu and continue with the Game Boy POKéMON.

Menu Screen

This Menu will allow you to play or quit the game and configure certain controls. The Help and Config option can configure your START and SELECT controls to the N64 controller.

If you're ready, exit the menu and press START or Ⓐ. Get ready to whip some Trainer butt and become a Master Pokémon Trainer in the process!


POKéMON
Config.
START → S
SELECT → L
B Button: Cancel
YELLOW

Do you want to change buttons?

Caution

Don't turn off your N64 when you save your game, or you'll lose your save.

Button: Menu

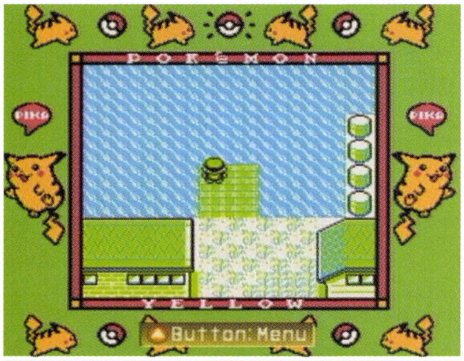
Right! So your name is ASH!

Red Game

BLUE
PIDGEY
:L2
HP:
BLASTOISE
:L97
HP:
316/318
Button: Menu

Go! BLASTOISE!

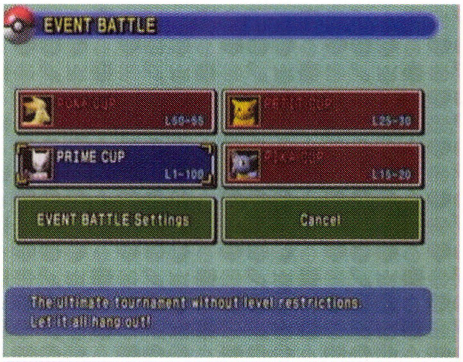
Blue Game


POKéMON
YELLOW
Button: Menu

Yellow Game

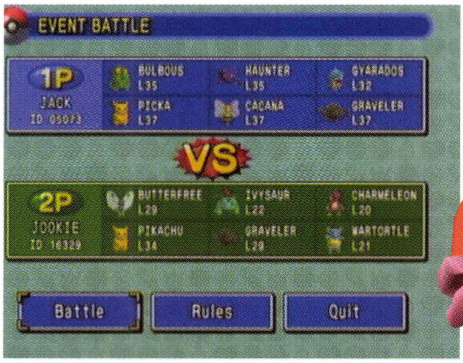
EVENT BATTLE

Event Battle is for two players only. With four Cups to choose from, you must choose the right Pokémon for the job. Because each Cup Tournament has different rules, you may be limited to which Cups you may play in. For instance, the Poké Cup is open to you only if all six starting Pokémon in both starting rosters (yours and your opponent's) are levels 50 through 55. The Prime Cup is open to all levels, so you can play in that one, no matter what.

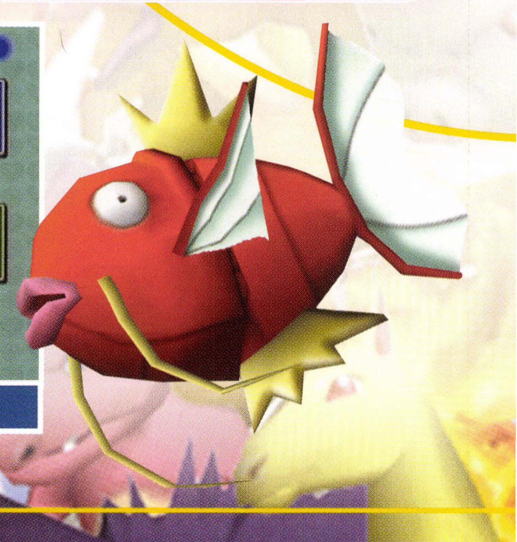

EVENT BATTLE
L50-55
L25-30
PRIME CUP
L1-100
L15-20
EVENT BATTLE Settings
Cancel

The ultimate tournament without level restrictions. Let it all hang out!

Choose the Cup rules you want to play with.


EVENT BATTLE
1P
JACK
ID 05073
BULBOUS
L35
HAUNTER
L35
GYARADOS
L32
PICKA
L37
CACANA
L37
GRAVELER
L37
VS
2P
JOOKIE
ID 16329
BUTTERFREE
L29
IVYSAUR
L22
CHARMELEON
L20
PIKACHU
L34
GRAVELER
L29
WARTORTLE
L21
Battle
Rules
Quit

Bring it on!



ROUND 2: HALFWAY THERE ....

You've beaten every tournament *and* Mewtwo. Now you find that there's more—much more.

Welcome to Round 2.

The Tournaments are all here, as is the Gym Leader's Castle. They're waiting for you to step up and see if you can repeat your victories.

It won't be easy.

The Trainers are the same. They've learned a bit since you last saw them, but the faces will be familiar. Their Pokémon lineups have changed, as well.

Each fight will be tougher than it was in Round 1. Each and every battle is amped-up to where you'll need all your skills to win with only rental Pokémon.

Rental Recommendation

The best advice we can give you for Round 2: *Use your own Pokémon!*

Take Pokémon from your Game Boy game and use them in the Tournaments. Before you enter, make sure a few are at the maximum level they can be for a Cup. For example, we suggest using a few Pokémon (no less than Level 53) for the Poké Cup—but you need a few lower-level ones to meet the combined level requirements.

We Believe in You

If you took our advice in Round 1 and learned the best type matches, then you're ready for Round 2.

You have the training you need to make good choices in the Round 2 battles. Look over the following lists to learn what to expect from the Trainers you'll face in the Round 2 Tournaments. Refer to this list when choosing your teams of six Pokémon, to better anticipate your enemies and exploit their weaknesses.

Petit Cup Round 2

Bug Boy

Pokémon	Type	Level
Magikarp	Water	26
Caterpie	Bug	26
Ekans	Poison	26
Oddish	Grass/Poison	26
Bellsprout	Grass/Poison	26
Exeggcute	Grass/Psychic	26

Lad

Pokémon	Type	Level
Pidgeotto	Normal/Flying	26
Weedle	Bug/Poison	26
Ditto	Normal	26
Bulbasaur	Grass/Poison	27
Paras	Bug/Grass	26
Zubat	Poison/Flying	26

Sailor

Pokémon	Type	Level
Krabby	Water	26
Horsea	Water	26
Rattata	Normal	27
Shellder	Water	26
Machop	Fighting	26
Nidoran ♂	Poison	27

Nerd

Pokémon	Type	Level
Geodude	Rock/Ground	25
Gastly	Ghost/Poison	25
Voltorb	Electric	25
Shellder	Water	25
Koffing	Poison	30
Exeggcute	Grass/Psychic	30

Jr. ♀

Pokémon	Type	Level
Goldeen	Water	26
Spearow	Normal/Flying	27
Squirtle	Water	27
Nidoran ♀	Poison	27
Poliwag	Water	26
Jigglypuff	Normal	27

Jr. ♂

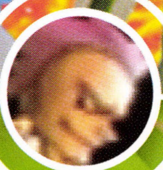
Pokémon	Type	Level
Clefairy	Normal	25
Magnemite	Electric	25
Abra	Psychic	25
Cubone	Ground	30
Growlithe	Fire	25
Charmander	Fire	30

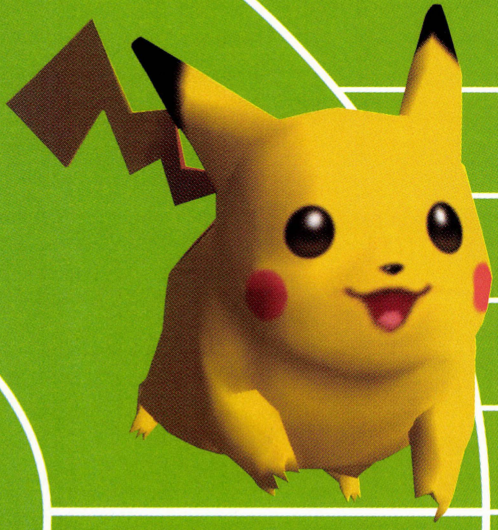
Lass

Pokémon	Type	Level
Kabuto	Rock/Water	30
Pikachu	Electric	25
Vulpix	Fire	25
Diglett	Ground	25
Meowth	Normal	25
Eevee	Normal	30

Pokémaniac

Pokémon	Type	Level
Omanyte	Rock/Water	30
Farfetch'd	Normal/Flying	25
Dratini	Dragon	30
Sandshrew	Ground	25
Psyduck	Water	25
Voltorb	Electric	25





Pika Cup Round 2

Bug Boy

Pokémon	Type	Level
Butterfree	Bug/Flying	16
Ekans	Poison	16
Venonat	Bug/Poison	16
Scyther	Bug/Flying	16
Ivysaur	Grass/Poison	16
Farfetch'd	Normal/Flying	16

Lad

Pokémon	Type	Level
Tangela	Grass	16
Wartortle	Water	16
Cubone	Ground	18
Poliwrath	Water/Fighting	18
Pidgeotto	Normal/Flying	16
Pinsir	Bug	16

Swimmer

Pokémon	Type	Level
Fearow	Normal/Flying	20
Horsea	Water	17
Kingler	Water	15
Slowbro	Water/Psychic	17
Wigglytuff	Normal	15
Dewgong	Water/Ice	16

Burglar

Pokémon	Type	Level
Ninetales	Fire	18
Onix	Rock/Ground	17
Tentacruel	Water/Poison	15
Drowzee	Psychic	15
Dugtrio	Ground	18
Nidoking	Poison/Ground	17

Hiker

Pokémon	Type	Level
Mr. Mime	Psychic	15
Golduck	Water	15
Exeggutor	Grass/Psychic	20
Gengar	Ghost/Poison	20
Lickitung	Normal	15
Raticate	Normal	20

Mr. Fix

Pokémon	Type	Level
Electrode	Electric	15
Muk	Poison	15
Porygon	Normal	20
Charmeleon	Fire	18
Lapras	Water/Ice	17
Raichu	Electric	17

Lass

Pokémon	Type	Level
Gyarados	Water/Flying	20
Cloyster	Water/Ice	15
Arcanine	Fire	20
Rhydon	Ground/Rock	15
Jynx	Ice/Psychic	15
Clefable	Normal	15

BiKer

Pokémon	Type	Level
Beedrill	Bug/Poison	52
Koffing	Poison	51
Grimer	Poison	51
Machop	Fighting	52
Mankey	Fighting	53
Wigglytuff	Normal	50

Fisher

Pokémon	Type	Level
Dragonair	Dragon	20
Kangaskhan	Normal	15
Golem	Rock/Ground	15
Alakazam	Psychic	20
Machamp	Fighting	15
Starmie	Water/Psychic	15

Medium

Pokémon	Type	Level
Butterfree	Bug/Flying	52
Gastly	Ghost/Poison	50
Lickitung	Normal	50
Seaking	Water	51
Vulpix	Fire	52
Zubat	Poison/Flying	53

RocKer

Pokémon	Type	Level
Exeggcute	Grass/Psychic	50
Gloom	Grass/Poison	51
Ivysaur	Grass/Poison	52
Magnemite	Electric	50
Pikachu	Electric	53
Voltorb	Electric	52

Poké Cup Round 2

Poké Ball

Juggler

Pokémon	Type	Level
Abra	Psychic	52
Gastly	Ghost/Poison	51
Graveler	Rock/Ground	51
Hitmonchan	Fighting	52
Hitmonlee	Fighting	52
Poliwhirl	Water	51

Old Man

Pokémon	Type	Level
Ditto	Normal	53
Dragonair	Dragon	51
Farfetch'd	Normal/Flying	52
Marowak	Ground	52
Omastar	Rock/Water	50
Persian	Normal	50

Great Ball

Beauty

Pokémon	Type	Level
Dewgong	Water/Ice	50
Graveler	Rock/Ground	52
Pidgeotto	Normal/Flying	53
Rhyhorn	Ground/Rock	52
Seadra	Water	51
Seaking	Water	52

Tamer

Pokémon	Type	Level
Arbok	Poison	52
Cloyster	Water/Ice	51
Dragonair	Dragon	50
Ninetales	Fire	52
Rapidash	Fire	53
Tentacruel	Water/Poison	51

Psychic

Pokémon	Type	Level
Abra	Psychic	54
Drowzee	Psychic	51
Exeggcute	Grass/Psychic	50
Porygon	Normal	50
Slowpoke	Water/Psychic	50
Venomoth	Bug/Poison	51

Juggler

Pokémon	Type	Level
Drowzee	Psychic	52
Gastly	Ghost/Poison	53
Gengar	Ghost/Poison	50
Haunter	Ghost/Poison	51
Hypno	Psychic	50
Jynx	Ice/Psychic	52

Biker

Pokémon	Type	Level
Arbok	Poison	50
Hitmonchan	Fighting	53
Hitmonlee	Fighting	53
Rapidash	Fire	50
Raticate	Normal	51
Venomoth	Bug/Poison	51

Medium

Pokémon	Type	Level
Haunter	Ghost/Poison	51
Lickitung	Normal	50
Magmar	Fire	51
Magneton	Electric	50
Tentacruel	Water/Poison	51
Zubat	Poison/Flying	54

Rocker

Pokémon	Type	Level
Electabuzz	Electric	51
Electrode	Electric	53
Magneton	Electric	50
Parasect	Bug/Grass	53
Vileplume	Grass/Poison	51
Victreebel	Grass/Poison	50

Old Man

Pokémon	Type	Level
Charizard	Fire/Flying	52
Dragonair	Dragon	53
Kangaskhan	Normal	50
Poliwrath	Water/Fighting	50
Raichu	Electric	51
Scyther	Bug/Flying	51

Beauty

Pokémon	Type	Level
Fearow	Normal/Flying	53
Golduck	Water	51
Kingler	Water	50
Marowak	Ground	52
Omastar	Rock/Water	50
Onix	Rock/Ground	53

Tamer

Pokémon	Type	Level
Clefable	Normal	51
Magmar	Fire	52
Pidgeot	Normal/Flying	52
Raichu	Electric	51
Sandslash	Ground	53
Seadra	Water	50

Psychic

Pokémon	Type	Level
Clefairy	Normal	50
Drowzee	Psychic	51
Exeggcute	Grass/Psychic	54
Kadabra	Psychic	52
Mr. Mime	Psychic	51
Slowpoke	Water/Psychic	50

Ultra Ball

Juggler

Pokémon	Type	Level
Chansey	Normal	51
Golem	Rock/Ground	52
Machamp	Fighting	51
Poliwrath	Water/Fighting	52
Primeape	Fighting	53
Snorlax	Normal	50

Biker

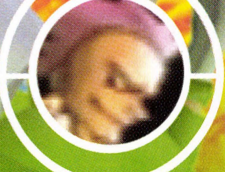
Pokémon	Type	Level
Machoke	Fighting	51
Muk	Poison	50
Nidoqueen	Poison/Ground	50
Pinsir	Bug	53
Primeape	Fighter	52
Seadra	Water	51

Medium

Pokémon	Type	Level
Aerodactyl	Rock/Flying	52
Gengar	Ghost/Poison	51
Goldbat	Poison/Flying	53
Lapras	Water/Ice	50
Magneton	Electric	51
Ninetails	Fire	52

Rocker

Pokémon	Type	Level
Electabuzz	Electric	51
Electrode	Electric	53
Jolteon	Electric	51
Tangela	Grass	52
Venusaur	Grass/Poison	50
Vileplume	Grass/Poison	52



Master Ball

Old Man

Pokémon	Type	Level
Dragonite	Dragon/Flying	55
Gyarados	Water/Flying	50
Magneton	Electric	50
Moltres	Fire/Flying	50
Rhydon	Ground/Rock	50
Tauros	Normal	50

Beauty

Pokémon	Type	Level
Bastoise	Water	50
Dodrio	Normal/Flying	51
Golem	Rock/Ground	53
Kabutops	Rock/Water	52
Sandslash	Ground	52
Starmie	Water/Psychic	51

Tamer

Pokémon	Type	Level
Tauros	Normal	50
Rapidash	Fire	50
Hitmonlee	Fighting	53
Persian	Normal	51
Raticate	Normal	52
Aerodactyl	Rock/Flying	52

Psychic

Pokémon	Type	Level
Mr. Mime	Psychic	50
Hypno	Psychic	50
Alakazam	Psychic	52
Slowbro	Water/Psychic	50
Jynx	Ice/Psychic	54
Chansey	Normal	51

Juggler

Pokémon	Type	Level
Alakazam	Psychic	51
Kadabra	Psychic	53
Mr. Mime	Psychic	52
Electabuzz	Electric	51
Magmar	Fire	51
Clefable	Normal	51

Biker

Pokémon	Type	Level
Weezing	Poison	51
Nidoking	Poison/Ground	53
Machamp	Fighting	52
Poliwrath	Water/Fighting	50
Flareon	Fire	52
Kangaskhan	Normal	51

Medium

Pokémon	Type	Level
Gengar	Ghost/Poison	50
Haunter	Ghost/Poison	51
Golbat	Poison/Flying	53
Magmar	Fire	53
Ninetales	Fire	52
Lapras	Water/Ice	50

Rocker

Pokémon	Type	Level
Zapdos	Electric/Flying	50
Jolteon	Electric	53
Raichu	Electric	54
Exeggutor	Grass/Psychic	50
Tangela	Grass	51
Victreebel	Grass/Poison	51

Old Man

Pokémon	Type	Level
Dragonite	Dragon/Flying	55
Articuno	Ice/Flying	50
Arcanine	Fire	50
Pinsir	Bug	50
Electrode	Electric	50
Snorlax	Normal	55

Beauty

Pokémon	Type	Level
Gyrados	Water/Flying	51
Tentacruel	Water/Poison	52
Vaporeon	Water	50
Rhydon	Ground/Rock	53
Dugtrio	Ground	51
Aerodactyl	Rock/Flying	51

Tamer

Pokémon	Type	Level
Charizard	Fire/Flying	52
Venusaur	Grass/Poison	51
Kingler	Water	51
Scyther	Bug/Flying	53
Dugtrio	Ground	51
Persian	Normal	51

Psychic

Pokémon	Type	Level
Alakazam	Psychic	51
Hypno	Psychic	51
Slowbro	Water/Poison	50
Exeggutor	Grass/Psychic	51
Starmie	Water/Psychic	52
Jynx	Ice/Psychic	52

Prime Cup Round 2

Poké Ball

Cueball

Pokémon	Type	Level
Caterpie	Bug	100
Weedle	Bug/Poison	100
Magikarp	Water	100
Squirtle	Water	100
Growlithe	Fire	100
Charmander	Fire	100

Judoboy

Pokémon	Type	Level
Machop	Fighting	100
Nidoran ♂	Poison	100
Beedrill	Bug/Poison	100
Rattata	Normal	100
Eevee	Normal	100
Cubone	Ground	100

Gambler

Pokémon	Type	Level
Geodude	Rock/Ground	100
Magmar	Fire	100
Clefairy	Normal	100
Abra	Psychic	100
Drowzee	Psychic	100
Mr. Mime	Psychic	100

Rocket

Pokémon	Type	Level
Ekans	Poison	100
Graveler	Rock/Ground	100
Grimer	Poison	100
Nidoran ♀	Poison	100
Horsea	Water	100
Goldeen	Water	100

Lab Man

Pokémon	Type	Level
Jigglypuff	Normal	100
Pikachu	Electric	100
Oddish	Grass/Poison	100
Tentacool	Water/Poison	100
Meowth	Normal	100
Dratini	Dragon	100

Cool ♀

Pokémon	Type	Level
Paras	Bug/Grass	100
Bulbasaur	Grass/Poison	100
Bellsprout	Grass/Poison	100
Magnemite	Electric	100
Psyduck	Water	100
Poliwag	Water	100

Bird Boy

Pokémon	Type	Level
Articuno	Ice/Flying	100
Zubat	Poison/Flying	100
Pidgeotto	Normal/Flying	100
Spearow	Normal/Flying	100
Duduo	Normal/Flying	100
Butterfree	Bug/Flying	100

Cool ♂

Pokémon	Type	Level
Vulpix	Fire	100
Seel	Water	100
Voltorb	Electric	100
Sandshrew	Ground	100
Ditto	Normal	100
Koffing	Poison	100

Great Ball

Cueball

Pokémon	Type	Level
Venonat	Bug/Poison	100
Metapod	Bug	100
Kakuna	Bug/Poison	100
Charmeleon	Fire	100
Wartortle	Water	100
Krabby	Water	100

Judo Boy

Pokémon	Type	Level
Hitmonchan	Fighting	100
Mankey	Fighting	100
Machoke	Fighting	100
Hitmonlee	Fighting	100
Raticate	Normal	100
Nidorino	Poison	100

Gambler

Pokémon	Type	Level
Lickitung	Normal	100
Kingler	Water	100
Diglett	Ground	100
Goldeen	Water	100
Poliwhirl	Water	100
Nidorina	Poison	100

Rocket

Pokémon	Type	Level
Kabuto	Rock/Water	100
Omanyte	Rock/Water	100
Golem	Rock/Ground	100
Rhyhorn	Ground/Rock	100
Onix	Rock/Ground	100
Muk	Poison	100

Lab Man

Pokémon	Type	Level
Dragonair	Dragon	100
Tangela	Grass	100
Weepinbell	Grass/Poison	100
Ponyta	Fire	100
Shellder	Water	100
Arbok	Poison	100

Cool ♀

Pokémon	Type	Level
Gloom	Grass/Poison	100
Parasect	Bug/Grass	100
Ivysaur	Grass/Poison	100
Magneton	Electric	100
Golduck	Water	100
Seadra	Water	100

Bird Boy

Pokémon	Type	Level
Zapdos	Electric/Flying	100
Farfetch'd	Normal/Flying	100
Pidgeotto	Normal/Flying	100
Dodrio	Normal/Flying	100
Venomoth	Bug/Poison	100
Gastly	Ghost/Poison	100

Cool ♂

Pokémon	Type	Level
Ninetales	Fire	100
Gyarados	Water/Flying	100
Raichu	Electric	100
Sandslash	Ground	100
Jinx	Ice/Psychic	100
Persian	Normal	100

Ultra Ball

Cueball

Pokémon	Type	Level
Beedrill	Bug/Poison	100
Parasect	Bug/Grass	100
Arcanine	Fire	100
Omastar	Rock/Water	100
Blastoise	Water	100
Pinsir	Bug	100

Judo Boy

Pokémon	Type	Level
Primeape	Fighting	100
Machamp	Fighting	100
Scyther	Bug/Flying	100
Nidoking	Poison/Ground	100
Marowak	Ground	100
Poliwrath	Water/Fighting	100

Gambler

Pokémon	Type	Level
Kadabra	Psychic	100
Staryu	Water	100
Slowpoke	Water/Psychic	100
Hypno	Psychic	100
Wigglytuff	Normal	100
Exeggcute	Grass/Psychic	100

Rocket

Pokémon	Type	Level
Weezing	Poison	100
Rhydon	Ground/Rock	100
Clefable	Normal	100
Tentacruel	Water/Poison	100
Dewdong	Water/Ice	100
Cloyster	Water/Ice	100

Lab Man

Pokémon	Type	Level
Chansey	Normal	100
Porygon	Normal	100
Alakazam	Psychic	100
Starmie	Water/Psychic	100
Snorlax	Normal	100
Exeggutor	Grass/Psychic	100

Cool ♀

Pokémon	Type	Level
Vileplume	Grass/Poison	100
Victreebel	Grass/Poison	100
Venusaur	Grass/Poison	100
Electabuzz	Electric	100
Slowbro	Water/Psychic	100
Kabutops	Rock/Water	100

Bird Boy

Pokémon	Type	Level
Moltres	Fire/Flying	100
Fearow	Normal/Flying	100
Pidgeot	Normal/Flying	100
Golbat	Poison/Flying	100
Aerodactyl	Rock/Flying	100
Haunter	Ghost/Poison	100

Cool ♂

Pokémon	Type	Level
Electrode	Electric	100
Gengar	Ghost/Poison	100
Lapras	Water/Ice	100
Dragonite	Dragon/Flying	100
Charizard	Fire/Flying	100
Dugtrio	Ground	100

Master Ball

Cueball

Pokémon	Type	Level
Scyther	Bug/Flying	100
Ninetales	Fire	100
Cloyster	Water/Ice	100
Jinx	Ice/Psychic	100
Raticate	Normal	100
Fearow	Normal/Flying	100

Judo Boy

Pokémon	Type	Level
Machamp	Fighting	100
Pinsir	Bug	100
Hitmonlee	Fighting	100
Flareon	Fire	100
Vaporeon	Water	100
Jolteon	Electric	100

Gambler

Pokémon	Type	Level
Tauros	Normal	100
Rapidash	Fire	100
Dugtrio	Ground	100
Dragonite	Dragon/Flying	100
Arbok	Poison	100
Nidoqueen	Poison/Ground	100

Rocket

Pokémon	Type	Level
Nidoking	Poison/Ground	100
Golem	Rock/Ground	100
Slowbro	Water/Psychic	100
Sandslash	Ground	100
Vaporeon	Water	100
Weezing	Poison	100

Lab Man

Pokémon	Type	Level
Tentacruel	Water/Poison	100
Ditto	Normal	100
Gengar	Ghost/Poison	100
Rapidash	Fire	100
Kabutops	Rock/Water	100
Electabuzz	Electric	100

Cool ♀

Pokémon	Type	Level
Venusaur	Grass/Poison	100
Victreebel	Grass/Poison	100
Lapras	Water/Ice	100
Electrode	Electric	100
Alakazam	Psychic	100
Snorlax	Normal	100

Bird Boy

Pokémon	Type	Level
Articuno	Ice/Flying	100
Moltres	Fire/Flying	100
Zapdos	Electric/Flying	100
Charizard	Fire/Flying	100
Gyarados	Water/Flying	100
Aerodactyl	Rock/Flying	100

Cool ♂

Pokémon	Type	Level
Mew	Psychic	100
Starmie	Water/Psychic	100
Exeggutor	Grass/Psychic	100
Tauros	Normal	100
Rhydon	Ground/Rock	100
Jolteon	Electric	100

Gym Leader Castle Round 2

Pewter Gym

Bug Boy

Pokémon	Type	Level
Paras	Bug/Grass	50
Rattata	Normal	50
Spearow	Normal/Flying	50
Pidgeotto	Normal/Flying	50
Beedrill	Bug/Poison	50
Butterfree	Bug/Flying	50

Lad

Pokémon	Type	Level
Ivysaur	Grass/Poison	50
Arbok	Poison	50
Zubat	Poison/Flying	50
Gloom	Grass/Poison	50
Exeggcute	Grass/Psychic	50
Venonat	Bug/Poison	50

Jr. ♂

Pokémon	Type	Level
Farfetch'd	Normal/Flying	50
Diglett	Ground	50
Pidgeot	Normal/Flying	50
Kabutops	Rock/Water	50
Sandshrew	Ground	50
Graveler	Rock/Ground	50

Brock

Pokémon	Type	Level
Onix	Rock/Ground	50
Golbat	Poison/Flying	50
Golem	Rock/Ground	50
Ninetales	Fire	50
Dugtrio	Ground	50
Omastar	Rock/Water	50

Cerulean Gym

Fisher

Pokémon	Type	Level
Wartortle	Water	50
Poliwhirl	Water	50
Diglett	Ground	50
Cloyster	Water/Ice	50
Seaking	Water	50
Eevee	Normal	50

Jr. ♀

Pokémon	Type	Level
Pidgeot	Normal/Flying	50
Seadra	Water	50
Kadabra	Psychic	50
Electrode	Electric	50
Dugtrio	Ground	50
Clefairy	Normal	50

Swimmer

Pokémon	Type	Level
Tentacruel	Water/Poison	50
Horsea	Water	50
Wartortle	Water	50
Primeape	Fighting	50
Wigglytuff	Normal	50
Poliwrath	Water/Fighting	50

Misty

Pokémon	Type	Level
Starmie	Water/Psychic	50
Exeggutor	Grass/Psychic	50
Seadra	Water	50
Dugtrio	Ground	50
Blastoise	Water	50
Dewgong	Water/Ice	50

Vermilion Gym

Sailor

Pokémon	Type	Level
Machoke	Fighting	50
Fearow	Normal/Flying	50
Kingler	Water	50
Slowbro	Water/Psychic	50
Primeape	Fighting	50
Golduck	Water	50

Rocker

Pokémon	Type	Level
Porygon	Normal	50
Golbat	Poison/Flying	50
Electrode	Electric	50
Raichu	Electric	50
Kangaskhan	Normal	50
Magneton	Electric	50

Old Man

Pokémon	Type	Level
Parasect	Bug/Grass	50
Arcanine	Fire	50
Victreebel	Grass/Poison	50
Persian	Normal	50
Charmeleon	Fire	50
Butterfree	Bug/Flying	50

Surge

Pokémon	Type	Level
Raichu	Electric	50
Tangela	Grass	50
Poliwrath	Water/Fighting	50
Lickitung	Normal	50
Electabuzz	Electric	50
Electrode	Electric	50

Celadon Gym

Lass

Pokémon	Type	Level
Dragonair	Dragon	50
Wigglytuff	Normal	50
Farfetch'd	Normal/Flying	50
Dugtrio	Ground	50
Vileplume	Grass/Poison	50
Raticate	Normal	50

Beauty

Pokémon	Type	Level
Starmie	Water/Psychic	50
Seaking	Water	50
Dodrio	Normal/Flying	50
Pidgeot	Normal/Flying	50
Rhydon	Ground/Rock	50
Aerodactyl	Rock/Flying	50

Cool ♀

Pokémon	Type	Level
Marowak	Ground	50
Chansey	Normal	50
Parasect	Bug/Grass	50
Nidoqueen	Poison/Ground	50
Nidoking	Poison/Ground	50
Lickitung	Normal	50

Erika

Pokémon	Type	Level
Vileplume	Grass/Poison	50
Clefable	Normal	50
Tangela	Grass	50
Dewgong	Water/Ice	50
Victreebel	Grass/Poison	50
Exeggutor	Grass/Psychic	50

Fuchsia Gym

Juggler

Pokémon	Type	Level
Clefable	Normal	50
Slowbro	Water/Psychic	50
Electabuzz	Electric	50
Alakazam	Psychic	50
Mr. Mime	Psychic	50
Electrode	Electric	50

Tamer

Pokémon	Type	Level
Kingler	Water	50
Sandslash	Ground	50
Scyther	Bug/Flying	50
Victreebel	Grass/Poison	50
Machamp	Fighting	50
Persian	Normal	50

Biker

Pokémon	Type	Level
Kabutops	Rock/Water	50
Muk	Poison	50
Ditto	Normal	50
Weezing	Poison	50
Jynx	Ice/Psychic	50
Tentacruel	Water/Poison	50

Koga

Pokémon	Type	Level
Venomoth	Bug/Poison	50
Muk	Poison	50
Weezing	Poison	50
Hypno	Psychic	50
Tangela	Grass	50
Parasect	Bug/Grass	50

Saffron Gym

Cueball

Pokémon	Type	Level
Poliwrath	Water/Fighting	50
Primeape	Fighting	50
Dewgong	Water/Ice	50
Sandslash	Ground	50
Aerodactyl	Rock/Flying	50
Rhydon	Ground/Rock	50

Burglar

Pokémon	Type	Level
Ninetales	Fire	50
Weezing	Poison	50
Arcanine	Fire	50
Clefable	Normal	50
Machamp	Fighting	50
Rapidash	Fire	50

Medium

Pokémon	Type	Level
Lapras	Water/Ice	50
Magmar	Fire	50
Gengar	Ghost/Poison	50
Golbat	Poison/Flying	50
Lickitung	Normal	50
Tentacruel	Water/Poison	50

Sabrina

Pokémon	Type	Level
Snorlax	Normal	50
Mr. Mime	Psychic	50
Alakazam	Psychic	50
Hypno	Psychic	50
Exeggutor	Grass/Psychic	50
Wigglytuff	Normal	50

Cinnabar Gym

Judoboy

Pokémon	Type	Level
Marowak	Ground	50
Primeape	Fighting	50
Raticate	Normal	50
Nidoking	Poison/Ground	50
Scyther	Bug/Flying	50
Machamp	Fighting	50

Nerd

Pokémon	Type	Level
Electrode	Electric	50
Gengar	Ghost/Poison	50
Golem	Rock/Ground	50
Exeggutor	Grass/Psychic	50
Muk	Poison	50
Cloyster	Water/Ice	50

Psychic

Pokémon	Type	Level
Slowbro	Water/Psychic	50
Alakazam	Psychic	50
Poliwrath	Water/Fighting	50
Starmie	Water/Psychic	50
Jynx	Ice/Psychic	50
Magneton	Electric	50

Blaine

Pokémon	Type	Level
Charizard	Fire/Flying	50
Magmar	Fire	50
Rapidash	Fire	50
Chansey	Normal	50
Tangela	Grass	50
Parasect	Bug/Grass	50

Viridian Gym

Rocket

Pokémon	Type	Level
Golbat	Poison/Flying	50
Raticate	Normal	50
Persian	Normal	50
Kangaskhan	Normal	50
Dodrio	Normal/Flying	50
Parasect	Bug/Grass	50

Lab Man

Pokémon	Type	Level
Kabutops	Rock/Water	50
Magneton	Electric	50
Fearow	Normal/Flying	50
Hitmonchan	Fighting	50
Poliwrath	Water/Fighting	50
Lickitung	Normal	50

Cool ♂

Pokémon	Type	Level
Omastar	Rock/Water	50
Dodrio	Normal/Flying	50
Tentacruel	Water/Poison	50
Clefable	Normal	50
Zapdos	Electric/Flying	50
Pinsir	Bug	50

Giovanni

Pokémon	Type	Level
Persian	Normal	50
Tauros	Normal	50
Nidorino	Poison	50
Nidoking	Poison/Ground	50
Gengar	Ghost/Poison	50
Moltres	Fire/Flying	50

Elite Four

Lorelei

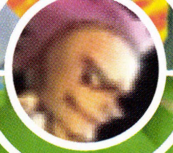
Pokémon	Type	Level
Clefable	Normal	50
Cloyster	Water/Ice	50
Exeggutor	Grass/Psychic	50
Starmie	Water/Psychic	50
Omastar	Rock/Water	50
Articuno	Ice/Flying	50

Bruno

Pokémon	Type	Level
Clefable	Normal	50
Muk	Poison	50
Hitmonlee	Fighting	50
Machamp	Fighting	50
Slowbro	Water/Psychic	50
Rhydon	Ground/Rock	50

Agatha

Pokémon	Type	Level
Jynx	Ice/Psychic	50
Alakazam	Psychic	50
Arbok	Poison	50
Gyarados	Water/Flying	50
Venusaur	Grass/Poison	50
Gengar	Ghost/Poison	50



Rival

When using rentals:

Lance

Pokémon	Type	Level
Arcanine	Fire	50
Snorlax	Normal	50
Lapras	Water/Ice	50
Electabuzz	Electric	50
Charizard	Fire/Flying	50
Kangaskhan	Normal	50

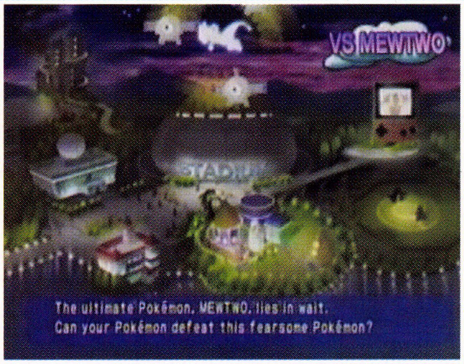
Rival

Pokémon	Type	Level
Exeggutor	Grass/Psychic	50
Slowbro	Water/Psychic	50
Ninetales	Fire	50
Clefable	Normal	50
Electabuzz	Electric	50
Pinsir	Bug	50

SECRETS, BONUSES, AND THE UNEXPECTED

Pokémon Stadium has many prizes to reward the accomplished player. Several are simply a matter of defeating tournaments, others take more thought and planning.

This section features information on how to unlock the secrets and progress to the very limits of *Pokémon Stadium*.



VS MEWTWO

The ultimate Pokémon, MEWTWO, lies in wait.
Can your Pokémon defeat this fearsome Pokémon?

There's Mewtwo. Do you dare face it?

Mewtwo Battles

This fierce Pokémon is ready for you after you've cleared all the Cups and the Gym Leader Castle. Night falls on the Stadium, and Mewtwo floats above, waiting.

Move the cursor over Mewtwo and press Ⓐ to enter the battle.

You may confront Mewtwo with as many as six Pokémon. This is a tough, tough battle. We brought along the following team of rentals to win.

Rental Recommendations

Ditto	Hypno	Abra
Normal L100 HP 268	Psychic L100 HP 320	Psychic L100 HP 222
Kadabra	Alakazam	Jynx
Psychic L100 HP 244	Psychic L100 HP 260	Ice/Psychic L100 HP 286

The trick with Mewtwo is to use skills that put him to sleep. Once he's down, bring out Ditto to transform into your own Mewtwo.

Your opponent may use the Rest skill, however, and undo all your work. Don't worry, just keep putting Mewtwo to sleep and pounding on it.

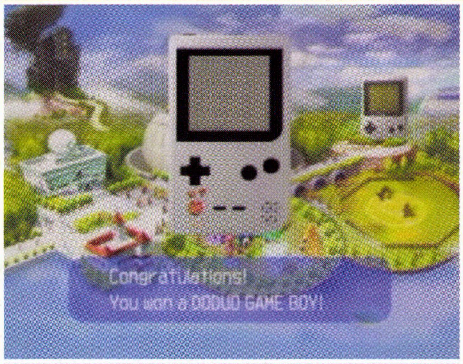
After you defeat Mewtwo the first time, Round 2 opens up. Now you must win all the Tournaments again. Then you get another whack at Mewtwo. Try the same lineup, or—a better idea—send your own Pokémon to take him out.

Bonus Stickers

After you beat Mewtwo the second time, head to Gallery mode for some new stickers you can printed at a *Pokémon Snap* station. Press and hold L and R as you move the cursor to the Print button. When the word "Bonus" appears, choose it to get a sheet of stickers with 16 new pictures.

Doduo Game Boy and Dodrio Game Boy

Defeat either the Poké Cup or the Prime Cup in Round 1 to receive the Doduo Game Boy.



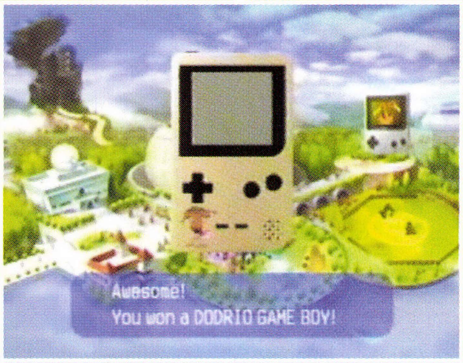
Congratulations!
You won a DODUO GAME BOY!

The Coveted Doduo Game Boy

Now you can play the Game Boy *Pokémon* game at double speed in the GB Tower. You needn't spend as much time searching for and battling Pokémon. Everything happens twice as fast.

After you defeat *both* the Poké Cup and the Prime Cup, you'll receive the Dodrio Game Boy.

This quadruples Game Boy *Pokémon* game speed in the GB Tower. That's speedy.



Awesome!
You won a DODRIO GAME BOY!

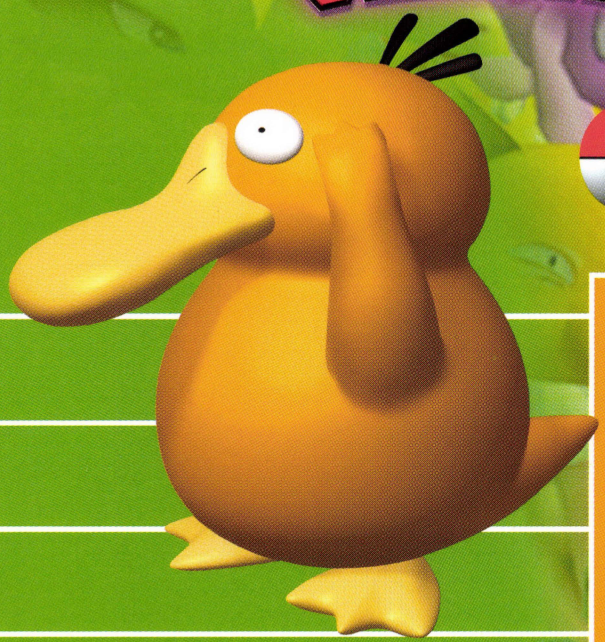
This should speed things up.

Amnesia Psyduck

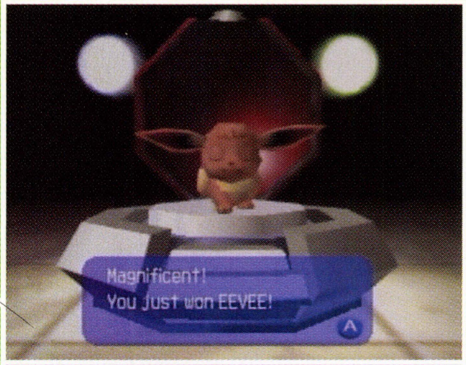
To get a Psyduck Pokémon with the Amnesia skill, you must do a lot of work.

You must get Victory Palace statues of *all* 151 Pokémon. To do that, you must use all 151 Pokémon to defeat the Prime Cup Master Ball, the Poké Cup Master Ball, or the final battles in the Gym Leader Castle.

After you've done that, you'll unlock an Amnesia Psyduck to use in your Game Boy *Pokémon* game.



Gym Leader Castle Pokémon



Magnificent!
You just won EEVEE!

Which did you get?

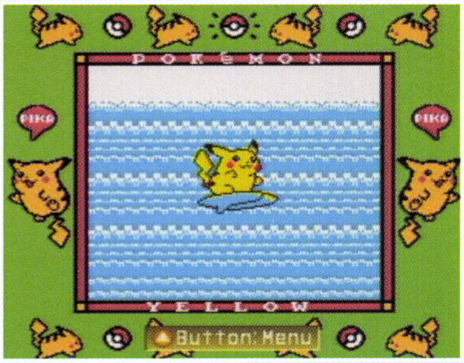
Defeating the entire run of Gym Leaders is no small feat. As a reward, you'll get a Pokémon that Professor Oak will happily load onto your Game Boy *Pokémon* cartridge.

Surfing Pikachu

This bonus has the most conditions attached to it:

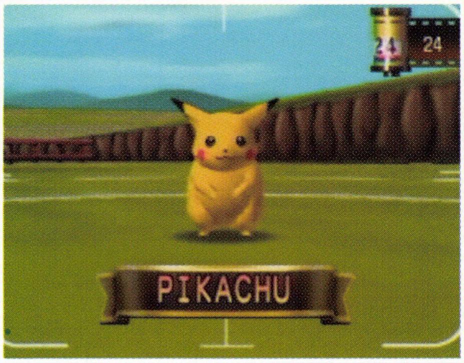
- Pikachu must be one of the three Pokémon in all Prime Cup Master Ball, Round 2 battles.
- It must be from your Game Boy *Pokémon* game, not a rental.
- Your Pikachu may not be part of a registered set.
- You may not use *any* Continues. It must be a pure win.
- The Pikachu you use may not already know Surf.

Fulfill all the conditions and you can unlock a Surfing Pikachu for your pleasure.



Hang ten!

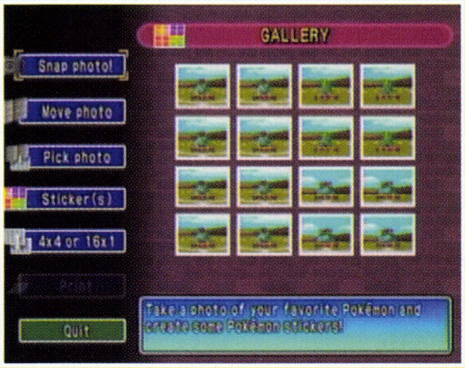
POKÉMON GALLERY



Take a picture, it'll last longer.

Use the Gallery feature to take pictures of your Pokémon. Pose them, direct them, and make sure they say "Cheese!"

Choose "Snap Photo!" at the main Gallery screen to choose your Pokémon. Choose a Pokémon from your GB Game Pak or use any of the rentals. Zoom and change angles and backgrounds before taking the picture. You can choose the background of only the Cups you cleared in *Pokémon Stadium*.



Take a photo of your favorite Pokémon and create some Pokémon stickers!

After you save your pictures in the Album, take your cartridge down to your nearest *Pokémon Snap* Station to print them on stickers. Look in the *Stadium* manual for a phone number and Web site where you can find the nearest location.

Stickers come in sheets of 16. Choose one Pokémon to print on all 16, or choose four to get four copies of each. You may also choose 16 different photos and print all 16 on one sheet using the "4 x 4 or 16 x 1" option. Take pictures of your champion Pokémon and display them proudly.

PETIT CUP INDEX

Petit Cup

Name	Type	Attack	Defense	Speed	Special	HP	Attack Ⓒ▲	Attack Ⓒ▶	Attack Ⓒ▼	Attack Ⓒ◀
Bulbasaur	Grass/Poison	40	40	39	49	69	Gr-Leech Seed	Gr-Mega Drain	Gr-Solarbeam	N-Cut
Charmander	Fire	42	37	49	41	66	Fi-Fire Blast	N-Rage	N-Growl	N-Mega Punch
Squirtle	Water	40	48	38	41	68	N-Bite	W-Bubblebeam	Po-Toxic	Ft-Submission
Caterpie	Bug	31	33	39	26	69	B-String Shot	N-Tackle	—	—
Weedle	Bug/Poison	33	31	41	26	66	Po-Poison Sting	B-String Shot	—	—
Pidgey	Normal/Flying	38	36	44	34	66	N-Sand-Attack	N-Quick Attack	N-Double-Edge	Fl-Fly
Rattata	Normal	44	33	52	29	61	N-Quick Attack	N-Hyper Fang	W-Bubblebeam	Gd-Dig
Spearow	Normal/Flying	46	31	51	32	66	N-Double-Edge	Fl-Mirror Move	Fl-Fly	Po-Toxic
Ekans	Poison	46	38	44	36	64	N-Bite	N-Glare	Gd-Dig	Gr-Mega Drain
Pikachu	Electric	43	31	61	41	64	E-Thunder Wave	N-Slam	E-Thunder	N-Flash
Sandshrew	Ground	53	58	36	31	71	N-Slash	Po-Poison Sting	Gd-Dig	R-Rock Slide
Nidoran ♀	Poison	39	42	37	36	74	Ft-Double Kick	I-Blizzard	N-Take Down	Po-Toxic
Nidoran ♂	Poison	44	36	41	36	69	Ft-Double Kick	N-Horn Drill	N-Body Slam	Po-Toxic
Vulpix	Fire	36	36	49	49	65	Po-Toxic	N-Double-Edge	Gd-Dig	Fi-Ember
Clefairy	Normal	38	40	34	46	81	N-Sing	Fi-Fire Blast	N-Tri Attack	N-Metronome
Jigglypuff	Normal	38	26	26	29	104	N-Sing	Ps-Psychic	N-Take Down	Ft-Submission
Zubat	Poison/Flying	38	33	44	36	66	Gh-Confuse Ray	N-Double-Edge	Po-Toxic	Gr-Mega Drain
Oddish	Grass/Poison	41	43	31	54	69	Po-Acid	Gr-Sleep Powder	Gr-Solarbeam	N-Cut
Gloom	Grass/Poison	90	96	65	111	141	Gr-Petal Dance	N-Take Down	Gr-Mega Drain	Gr-Stun Spore
Paras	Bug/Grass	51	43	29	44	64	Gr-Stun Spore	Gr-Mega Drain	B-Leech Life	Gd-Dig
Diglett	Ground	43	28	64	39	51	Gd-Dig	N-Sand-Attack	N-Cut	R-Rock Slide
Meowth	Normal	38	33	61	36	66	N-Bite	N-Screech	W-Bubblebeam	E-Thunderbolt
Psyduck	Water	42	40	44	41	71	W-Bubblebeam	N-Mimic	N-Mega Punch	Ft-Submission
Growlithe	Fire	51	38	46	41	74	Fi-Fire Blast	N-Bite	N-Mimic	N-Leer
Poliwag	Water	41	36	61	36	66	Ps-Hypnosis	N-Skull Bash	Ps-Psywave	W-Surf
Abra	Psychic	26	23	61	69	59	N-Metronome	Ps-Psywave	N-Body Slam	E-Thunder Wave
Kadabra	Psychic	60	56	130	146	121	Ps-Psychic	Ft-Counter	N-Recover	Gd-Dig
Machop	Fighting	56	41	34	34	81	N-Karate Chop	Ft-Low Kick	Ft-Seismic Toss	Fi-Fire Blast
Bellsprout	Grass/Poison	53	33	36	51	71	N-Wrap	Gr-Mega Drain	N-Growth	Po-Poisonpowder
Geodude	Rock/Ground	56	66	26	31	66	R-Rock Throw	N-Selfdestruct	Gd-Dig	N-Strength
Magnemite	Electric	33	51	39	64	59	N-Flash	N-Swift	E-Thunder Wave	E-Thunder
Farfetch'd	Normal/Flying	48	43	46	45	72	N-Fury Attack	N-Swords Dance	N-Sand Attack	Fl-Fly
Shellder	Water	48	66	36	39	61	N-Supersonic	W-Clamp	I-Ice Beam	N-Selfdestruct
Gastly	Ghost/Poison	33	31	56	66	61	Gh-Confuse Ray	Gh-Night Shade	E-Thunder	Gr-Mega Drain
Krabby	Water	68	61	41	29	61	N-Guillotine	W-Surf	N-Swords Dance	N-Strength
Voltorb	Electric	31	41	66	44	66	N-Screech	E-Thunder Wave	E-Thunder	N-Take Down
Exeggcute	Grass/Psychic	36	56	36	46	76	Ps-Hypnosis	Ps-Psywave	N-Egg Bomb	Ps-Reflect
Cubone	Ground	41	63	34	36	71	Gd-Bone Club	N-Tail Whip	Fi-Fire Blast	N-Headbutt
Koffing	Poison	48	63	34	46	66	Po-Smog	Po-Toxic	Fi-Fire Blast	E-Thunderbolt
Horsea	Water	36	51	46	51	61	N-Smokescreen	W-Bubblebeam	N-Swift	I-Ice Beam
Goldeen	Water	49	46	48	41	69	N-Supersonic	N-Horn Attack	W-Surf	N-Horn Drill
Magikarp	Water	21	43	56	26	56	N-Splash	N-Tackle	—	—
Ditto	Normal	40	40	40	40	70	N-Transform	—	—	—
Eevee	Normal	43	41	44	49	74	N-Sand-Attack	N-Quick Attack	N-Double-Edge	N-Substitute
Omanyte	Rock/Water	36	66	34	61	64	W-Withdraw	W-Bubblebeam	N-Double Edge	Po-Toxic
Kabuto	Rock/Water	56	61	44	39	61	I-Ice Beam	N-Take Down	W-Surf	N-Bide
Dratini	Dragon	48	38	41	41	67	E-Thunder Wave	N-Wrap	E-Thunder	Fi-Fire Blast

PIKA CUP INDEX

PiKa Cup

Name	Type	Attack	Defense	Speed	Special	HP	Attack Ⓒ▲	Attack Ⓒ▶	Attack Ⓒ▼	Attack Ⓒ◀
Bulbasaur	Grass/Poison	23	23	22	28	42	Gr-Leech Seed	Po-Toxic	Gr-Mega Drain	N-Double-Edge
Ivysaur	Grass/Poison	27	28	27	33	47	N-Swords Dance	N-Body Slam	Gr-Solarbeam	Gr-Leech Seed
Charmander	Fire	24	22	28	24	40	Fi-Fire Blast	Ft-Seismic Toss	N-Strength	N-Growl
Charmeleon	Fire	28	26	33	28	46	N-Swords Dance	N-Mega Kick	Po-Toxic	Fi-Ember
Squirtle	Water	23	28	22	24	42	N-Tackle	Gd-Dig	W-Surf	I-Blizzard
Wartortle	Water	28	33	26	28	46	N-Body Slam	N-Bide	W-Surf	Ps-Reflect
Caterpie	Bug	18	19	22	15	42	B-String Shot	N-Tackle	—	—
Metapod	Bug	15	25	18	16	44	N-Tackle	B-String Shot	—	—
Butterfree	Bug/Flying	22	24	30	33	47	Po-Poisonpowder	N-Hyper Beam	Ps-Psywave	N-Take Down
Weedle	Bug/Poison	19	18	24	15	41	B-String Shot	Po-Poison Sting	—	—

Pika Cup continued

Name	Type	Attack	Defense	Speed	Special	HP	Attack ©▲	Attack ©►	Attack ©▼	Attack ©◄
Kakuna	Bug/Poison	16	24	19	16	42	B-String Shot	Po-Poison Sting	—	—
Beedrill	Bug/Poison	33	21	31	22	48	N-Fury Attack	N-Double Team	N-Swords Dance	N-Hyper Beam
Pidgey	Normal/Flying	22	21	26	19	41	Ps-Reflect	Fl-Fly	Po-Toxic	N-Double-Edge
Pidgeotto	Normal/Flying	27	25	30	24	48	Fl-Fly Attack	N-Take Down	N-Quick Attack	N-Sand-Attack
Rattata	Normal	26	19	30	16	38	E-Thunder	N-Quick Attack	I-Blizzard	Gd-Dig
Raticate	Normal	33	27	38	24	45	N-Hyper Fang	Po-Toxic	I-Ice Beam	N-Swift
Spearow	Normal/Flying	27	18	30	18	41	N-Double-Edge	N-Double Team	Fl-Fly	N-Mimic
Fearow	Normal/Flying	36	28	39	27	48	Fl-Fly	N-Double Team	Fl-Peck	N-Mimic
Ekans	Poison	27	22	25	21	39	N-Wrap	Po-Poison Sting	Gd-Earthquake	N-Leer
Pikachu	Electric	25	18	36	24	39	N-Quick Attack	Ft-Submission	E-Thunderbolt	E-Thunder Wave
Raichu	Electric	36	25	39	36	47	E-Thunder	E-Thunder Wave	Ft-Seismic Toss	N-Growl
Sandshrew	Ground	31	34	21	18	44	N-Sand Attack	Gd-Earthquake	Ft-Submission	N-Swords Dance
Nidoran ♀	Poison	23	24	21	21	45	Po-Toxic	E-Thunder	I-Blizzard	N-Body Slam
Nidorina	Poison	27	29	26	25	50	Po-Toxic	I-Ice Beam	N-Take Down	N-Horn Drill
Nidoqueen	Poison/Ground	33	35	32	31	56	Gd-Fissure	Ft-Double Kick	W-Surf	Ps-Reflect
Nidoran ♂	Poison	26	21	24	21	43	I-Blizzard	E-Thunderbolt	N-Body Slam	Po-Toxic
Nidorino	Poison	30	26	28	25	47	N-Horn Drill	I-Ice Beam	Ft-Double Kick	N-Horn Attack
Nidoking	Poison/Ground	36	32	34	31	53	Po-Poison Sting	Gd-Earthquake	W-Bubblebeam	Ft-Double Kick
Clefairy	Normal	22	23	19	27	50	E-Thunder Wave	N-Tri Attack	Ps-Psychic	N-Metronome
Clefable	Normal	30	31	27	34	57	N-Metronome	N-Tri Attack	N-Sing	N-Double Team
Vulpix	Fire	21	21	28	28	40	N-Double-Edge	Fi-Fire Blast	N-Double Team	Gd-Dig
Ninetales	Fire	32	31	39	39	51	Gd-Dig	Fi-Ember	Ps-Reflect	N-Hyper Beam
Jigglypuff	Normal	22	15	15	16	63	N-Sing	N-Body Slam	E-Thunder Wave	I-Ice Beam
Wigglytuff	Normal	30	22	22	24	71	E-Thunder	N-Mega Punch	N-Double Team	N-Sing
Zubat	Poison/Flying	22	19	25	21	41	N-Supersonic	N-Swift	Gr-Mega Drawn	Po-Toxic
Oddish	Grass/Poison	24	25	18	31	42	Po-Toxic	N-Swords Dance	Gr-Mega Drawn	N-Take Down
Paras	Bug/Grass	30	25	16	25	39	Gr-Stun Spore	Gd-Dig	Gr-Mega Drain	N-Take Down
Venonat	Bug/Poison	25	24	22	21	47	N-Supersonic	Ps-Psychic	N-Flash	N-Double-Edge
Diglett	Ground	25	16	37	22	32	Gd-Earthquake	N-Double Team	N-Take Down	Gd-Fissure
Meowth	Normal	22	19	36	21	41	N-Double Team	E-Thunderbolt	N-Body Slam	Ps-Rest
Psyduck	Water	24	23	25	24	44	W-Bubblebeam	I-Blizzard	Gd-Dig	N-Mimic
Mankey	Fighting	33	19	30	19	41	Ft-Low Kick	N-Karate Chop	Gd-Dig	Ft-Counter
Growlithe	Fire	30	22	27	24	45	Gd-Dig	Fi-Fire Blast	N-Double-Edge	Ps-Reflect
Arcanine	Fire	42	33	37	33	56	Gd-Dig	N-Bite	Fi-Ember	N-Double Team
Poliwag	Water	24	21	36	21	41	W-Surf	N-Body Slam	I-Blizzard	Po-Toxic
Poliwhirl	Water	28	28	36	24	48	W-Surf	N-Double-Edge	N-Metronome	Gd-Earthquake
Poliwrath	Water/Fighting	34	37	30	30	56	W-Surf	N-Double Slap	N-Metronome	Ps-Hypnosis
Abra	Psychic	15	13	36	40	36	Ps-Psychic	E-Thunder Wave	Ft-Seismic Toss	Ps-Reflect
Kadabra	Psychic	19	18	40	45	41	Ps-Psychic	N-Metronome	N-Double Team	Ft-Seismic Toss
Alakazam	Psychic	24	22	45	49	45	Ps-Psywave	N-Metronome	E-Thunder Wave	N-Mega Punch
Machop	Fighting	33	24	19	19	50	N-Karate Chop	Ft-Submission	Fi-Fire Blast	N-Bide
Bellsprout	Grass/Poison	31	19	21	30	44	N-Growth	N-Take Down	Gr-Mega Drain	Ps-Reflect
Tentacool	Water/Poison	21	19	30	39	41	W-Surf	Po-Acid	N-Supersonic	Po-Toxic
Tentacruel	Water/Poison	30	28	39	45	53	N-Supersonic	N-Wrap	Po-Toxic	Gr-Mega Drain
Geodude	Rock/Ground	33	39	15	18	41	N-Mega Punch	Gd-Earthquake	R-Rock Slide	N-Defense Curl
Ponyta	Fire	34	25	36	28	44	Fi-Fire Blast	N-Horn Drill	Ps-Reflect	N-Swift
Slowpoke	Water/Psychic	28	28	13	21	56	Ps-Psychic	W-Surf	N-Flash	Gd-Dig
Magnemite	Electric	19	30	22	37	36	E-Thunder Wave	E-Thunderbolt	N-Swift	N-Substitute
Farfetch'd	Normal/Flying	28	25	27	26	44	N-Sand-Attack	N-Fury Attack	Fl-Fly	Ps-Reflect
Seel	Water	22	25	22	30	48	W-Surf	N-Headbutt	N-Horn Drill	I-Blizzard
Shellder	Water	28	39	21	22	38	I-Blizzard	N-Tri Attack	N-Explosion	W-Surf
Cloyster	Water/Ice	37	63	30	34	44	N-Supersonic	W-Clamp	N-Hyper Beam	I-Aurora Beam
Gastly	Ghost/Poison	19	18	33	39	38	Gh-Confuse Ray	Ps-Psychic	Gh-Night Shade	N-Explosion
Haunter	Ghost/Poison	24	22	37	43	42	Gh-Confuse Ray	E-Thunderbolt	Gh-Night Shade	N-Selfdestruct
Gengar	Ghost/Poison	28	27	42	48	47	Gh-Confuse Ray	Gh-Night Shade	Gr-Mega Drain	N-Metronome
Onix	Rock/Ground	22	57	30	18	39	R-Rock Slide	N-Strength	Gd-Earthquake	N-Selfdestruct
Drowzee	Psychic	23	22	21	36	47	Ps-Hypnosis	Ps-Psychic	Ps-Dream Eater	N-Tri Attack
Krabby	Water	40	36	24	16	38	I-Ice Beam	N-Body Slam	W-Surf	Po-Toxic
Kingler	Water	48	43	31	24	45	W-Surf	N-Strength	N-Double Team	N-Mimic
Voltorb	Electric	18	24	39	25	41	N-Explosion	N-Take Down	E-Thunderbolt	E-Thunder Wave
Exeggcute	Grass/Psychic	21	33	21	27	47	Ps-Psychic	N-Double Team	N-Egg Bomb	Po-Toxic
Exeggutor	Grass/Psychic	37	34	25	46	57	Po-Toxic	N-Barrage	Gr-Mega Drain	Ps-Psywave
Cubone	Ground	24	37	19	21	44	N-Strength	Gd-Earthquake	N-Tail Whip	I-Blizzard
Lickitung	Normal	25	31	18	27	56	N-Double-Edge	N-Supersonic	Fi-Fire Blast	E-Thunder
Koffing	Poison	28	37	19	27	41	Fi-Fire Blast	Po-Toxic	E-Thunderbolt	N-Selfdestruct
Rhyhorn	Ground/Rock	34	37	16	18	53	R-Rock Slide	Gd-Earthquake	N-Horn Attack	N-Substitute
Chansey	Normal	10	10	24	40	104	N-Tri Attack	Ft-Counter	W-Bubblebeam	E-Thunderbolt
Horsea	Water	21	30	27	30	38	W-Surf	I-Blizzard	Po-Toxic	N-Swift
Seadra	Water	28	37	34	37	45	N-Smokescreen	W-Bubblebeam	I-Ice Beam	N-Mimic

PiKa Cup continued

Name	Type	Attack	Defense	Speed	Special	HP	Attack ©▲	Attack ©▶	Attack ©▼	Attack ©◀
Goldeen	Water	29	27	28	24	42	W-Surf	N-Double-Edge	I-Ice Beam	N-Horn Drill
Staryu	Water	22	25	34	30	38	W-Surf	Ps-Psychic	N-Tri Attack	E-Thunder Wave
Starmie	Water/Psychic	31	34	43	39	47	Ps-Psywave	W-Bubblebeam	E-Thunder	N-Substitute
Mr. Mime	Psychic	22	28	36	39	41	N-Mega Kick	Ps-Psychic	Ps-Barrier	N-Metronome
Scyther	Bug/Flying	42	33	40	25	50	N-Quick Attack	N-Swords Dance	N-Hyper Beam	N-Double Team
Pinsir	Bug	46	39	34	25	48	N-Take Down	Ft-Submission	N-Bide	N-Mimic
Magikarp	Water	12	25	33	15	35	N-Splash	N-Tackle	—	—
Gyarados	Water/Flying	46	32	33	39	57	W-Hydro Pump	N-Bite	Ps-Rest	N-Leer
Lapras	Water/Ice	34	33	27	37	68	W-Bubblebeam	I-Ice Beam	N-Growl	N-Skull Bash
Ditto	Normal	23	23	23	23	43	N-Transform	—	—	—
Porygon	Normal	27	30	21	31	48	N-Conversion	N-Sharpen	N-Tri Attack	Ps-Psychic
Dratini	Dragon	28	22	24	24	41	Fi-Fire Blast	I-Blizzard	N-Body Slam	E-Thunder Wave

POKÉ CUP INDEX

Poké Cup

Name	Type	Attack	Defense	Speed	Special	HP	Attack ©▲	Attack ©▶	Attack ©▼	Attack ©◀
Bulbasaur	Grass/Poison	80	81	77	97	132	Gr-Leech Seed	Po-Toxic	N-Body Slam	Gr-Razor Leaf
Ivysaur	Grass/Poison	87	89	85	106	141	Gr-Razor Leaf	Gr-Sleep Powder	N-Growth	N-Double-Edge
Venusaur	Grass/Poison	103	104	102	121	156	Gr-Leech Seed	Po-Poisonpowder	Gr-Solarbeam	N-Take Down
Charmander	Fire	83	75	97	82	126	Fl-Flamethrower	N-Slash	Gd-Dig	Fi-Fire Spin
Charmeleon	Fire	91	86	107	93	141	Fl-Flamethrower	Ft-Counter	Ft-Seismic Toss	N-Strength
Charizard	Fire/Flying	105	99	122	106	154	Fl-Fly	N-Swords Dance	Fi-Fire Spin	Fi-Fire Blast
Squirtle	Water	79	97	75	82	131	W-Surf	I-Blizzard	N-Body Slam	Gd-Dig
Wartortle	Water	88	106	83	91	140	W-Surf	N-Strength	Ps-Rest	I-Ice Beam
Blastoise	Water	104	121	100	106	155	W-Hydro Pump	N-Skull Bash	W-Withdraw	Ft-Seismic Toss
Caterpie	Bug	61	67	77	52	132	B-String Shot	N-Tackle	—	—
Metapod	Bug	51	87	62	57	137	B-String Shot	N-Tackle	—	—
Butterfree	Bug/Flying	70	76	95	106	141	Ps-Psychic	N-Supersonic	Gr-Mega Drain	Gr-Stun Spore
Weedle	Bug/Poison	66	62	82	52	127	B-String Shot	Po-Poison Sting	—	—
Kakuna	Bug/Poison	56	82	67	57	132	B-String Shot	Po-Poison Sting	—	—
Beedrill	Bug/Poison	105	66	100	71	146	B-Twineedle	N-Hyper Beam	Po-Toxic	N-Focus Energy
Pidgey	Normal/Flying	76	72	88	67	127	Fl-Fly	Po-Toxic	N-Double-Edge	N-Double Team
Pidgeotto	Normal/Flying	89	83	99	79	147	Fl-Fly	N-Quick Attack	N-Sand-Attack	N-Take Down
Pidgeot	Normal/Flying	104	99	114	93	161	Fl-Mirror Move	Fl-Fly	N-Quick Attack	N-Sand-Attack
Rattata	Normal	87	67	104	57	117	N-Super Fang	I-Blizzard	N-Quick Attack	N-Hyper Fang
Raticate	Normal	106	86	122	76	136	N-Hyper Fang	N-Hyper Beam	N-Focus Energy	E-Thunder
Spearow	Normal/Flying	91	62	102	63	127	Fl-Drill Peck	Fl-Mirror Move	N-Double Team	N-Double-Edge
Fearow	Normal/Flying	114	89	123	84	143	Fl-Drill Peck	Fl-Mirror Move	N-Fury Attack	N-Swift
Ekans	Poison	91	76	87	72	122	Gd-Earthquake	Po-Acid	N-Screech	N-Body Slam
Arbok	Poison	109	93	103	88	138	N-Glare	N-Wrap	Gd-Dig	N-Strength
Pikachu	Electric	86	62	122	82	122	E-Thunderbolt	N-Slam	E-Thunder Wave	Ft-Seismic Toss
Raichu	Electric	114	79	123	113	138	E-Thunder	E-Thunder Wave	N-Flash	N-Mega Kick
Sandshrew	Ground	104	113	68	59	134	Gd-Earthquake	N-Slash	Ft-Seismic Toss	N-Sand-Attack
Sandslash	Ground	121	131	87	76	151	Gd-Dig	N-Swift	Ft-Seismic Toss	N-Sand-Attack
Nidoran ♀	Poison	78	84	73	72	142	Po-Toxic	E-Thunderbolt	N-Body Slam	I-Blizzard
Nidorina	Poison	87	93	81	81	151	Po-Toxic	E-Thunder	N-Double-Edge	I-Ice Beam
Nidoqueen	Poison/Ground	103	108	98	96	166	Po-Toxic	Ft-Double Kick	N-Bite	Gd-Earthquake
Nidoran ♂	Poison	90	74	84	74	135	I-Blizzard	N-Body Slam	N-Focus Energy	E-Thunderbolt
Nidorino	Poison	97	83	90	81	142	N-Double-Edge	N-Horn Drill	N-Focus Energy	E-Thunder
Nidoking	Poison/Ground	113	98	107	96	157	Gd-Earthquake	N-Horn Drill	N-Rage	N-Substitute
Clefairy	Normal	76	80	67	92	157	E-Thunderbolt	Ps-Psychic	N-Body Slam	I-Blizzard
Clefable	Normal	94	97	83	108	173	N-Sing	N-Tri Attack	N-Minimize	I-Ice Beam
Vulpix	Fire	72	72	97	97	125	Fl-Flamethrower	Gd-Dig	Gh-Confuse Ray	N-Double-Edge
Ninetales	Fire	97	96	122	121	149	Fi-Fire Blast	N-Skull Bash	Gh-Confuse Ray	N-Tail Whip
Jigglypuff	Normal	76	52	52	57	202	N-Sing	N-Body Slam	Ft-Seismic Toss	Ps-Psychic
Wigglytuff	Normal	95	71	70	76	221	N-Sing	N-Double-Edge	Ft-Submission	E-Thunderbolt
Zubat	Poison/Flying	76	67	87	72	127	Gh-Confuse Ray	Gr-Mega Drain	Po-Toxic	N-Double-Edge
Golbat	Poison/Flying	104	94	113	98	153	Gh-Confuse Ray	Gr-Mega Drain	N-Bite	I-Haze
Oddish	Grass/Poison	81	87	62	107	132	Gr-Petal Dance	Po-Toxic	Gr-Mega Drain	N-Double-Edge
Gloom	Grass/Poison	90	96	65	111	141	Gr-Petal Dance	N-Take Down	Gr-Mega Drain	Gr-Stun Spore
Vileplume	Grass/Poison	104	109	73	123	153	Gr-Petal Dance	Gr-Sleep Powder	Po-Acid	N-Cut
Paras	Bug/Grass	101	87	57	87	122	Gr-Spore	N-Slash	Gd-Dig	Gr-Mega Drain

Poké Cup continued

Name	Type	Attack	Defense	Speed	Special	HP	Attack ©▲	Attack ©►	Attack ©▼	Attack ©◄
Parasect	Bug/Grass	120	106	55	106	141	Gr-Spore	N-Take Down	Gd-Dig	Gr-Solarbeam
Venonat	Bug/Poison	86	82	77	72	147	Ps-Psychic	Gr-Mega Drain	N-Double-Edge	Gr-Stun Spore
Venomoth	Bug/Poison	89	84	113	113	148	Ps-Psychic	N-Supersonic	Gr-Solarbeam	N-Swift
Diglett	Ground	86	57	127	77	97	Gd-Earthquake	N-Slash	N-Sand-Attack	R-Rock Slide
Dugtrio	Ground	104	74	143	93	113	Gd-Dig	N-Sand-Attack	Po-Toxic	N-Hyper Beam
Meowth	Normal	76	67	122	72	127	N-Slash	E-Thunderbolt	N-Swift	N-Double Team
Persian	Normal	94	84	138	88	143	N-Slash	W-Bubblebeam	N-Mimic	N-Growl
Psyduck	Water	83	80	87	82	137	W-Surf	Ps-Confusion	Gd-Dig	I-Blizzard
Golduck	Water	103	99	107	103	156	I-Ice Beam	W-Surf	Po-Toxic	N-Disable
Mankey	Fighting	111	67	102	67	127	Ft-Submission	R-Rock Slide	Ft-Seismic Toss	N-Screech
Primeape	Fighting	129	84	118	83	143	N-Fury Swipes	R-Rock Slide	Ft-Low Kick	N-Screech
Growlithe	Fire	99	73	88	79	139	Fi-Flamethrower	N-Body Slam	Ps-Reflect	Gd-Dig
Arcanine	Fire	128	98	113	98	163	Fi-Fire Blast	N-Take Down	D-Dragon Rage	N-Substitute
Poliwag	Water	81	72	122	72	127	N-Body Slam	I-Blizzard	W-Surf	Ps-Amnesia
Poliwhirl	Water	90	91	115	76	146	Ps-Hypnosis	W-Surf	I-Ice Beam	Gd-Earthquake
Poliwrath	Water/Fighting	106	116	92	91	166	Ps-Hypnosis	Ft-Submission	Ft-Counter	W-Hydro Pump
Abra	Psychic	51	47	122	137	112	Ps-Psychic	Ft-Seismic Toss	Ps-Reflect	E-Thunder Wave
Kadabra	Psychic	60	56	130	146	121	Ps-Psychic	Ft-Counter	N-Recover	Gd-Dig
Alakazam	Psychic	71	66	142	156	131	Ps-Psybeam	N-Metronome	N-Disable	N-Tri Attack
Machop	Fighting	109	78	63	64	154	Ft-Submission	R-Rock Slide	Gd-Earthquake	N-Focus Energy
Machoke	Fighting	125	96	70	76	161	Ft-Submission	N-Strength	R-Rock Slide	N-Focus Energy
Machamp	Fighting	151	101	77	86	166	Ft-Low Kick	N-Strength	Ft-Counter	N-Focus Energy
Bellsprout	Grass/Poison	104	63	68	99	134	Gr-Razor Leaf	N-Growth	Gr-Mega Drawn	Gr-Stun Spore
Weepinbell	Grass/Poison	115	76	80	111	146	Gr-Razor Leaf	Po-Acid	N-Wrap	Po-Toxic
Victreebel	Grass/Poison	126	86	92	121	156	Gr-Solarbeam	Po-Acid	Ps-Reflect	N-Slam
Tentacool	Water/Poison	69	63	98	129	124	W-Surf	N-Supersonic	Gr-Mega Drawn	I-Blizzard
Tentacruel	Water/Poison	91	86	122	141	156	Po-Acid	N-Supersonic	W-Hydro Pump	N-Cut
Geodude	Rock/Ground	109	128	48	59	124	Gd-Earthquake	Ft-Seismic Toss	R-Rock Slide	N-Explosion
Graveler	Rock/Ground	120	141	60	71	136	Gd-Earthquake	Ft-Seismic Toss	N-Strength	N-Selfdestruct
Golem	Rock/Ground	131	151	67	76	156	Gd-Dig	Ft-Seismic Toss	Fi-Fire Blast	N-Metronome
Ponyta	Fire	110	81	115	91	131	Fi-Fire Blast	Ps-Agility	N-Horn Drill	N-Body Slam
Rapidash	Fire	121	91	127	101	141	Fi-Fire Blast	N-Stomp	Po-Toxic	Fi-Fire Spin
Slowpoke	Water/Psychic	94	93	43	69	174	W-Surf	Ps-Psychic	E-Thunder Wave	Ps-Amnesia
Slowbro	Water/Psychic	99	134	53	103	173	W-Surf	Ps-Psychic	N-Disable	W-Withdraw
Magnemite	Electric	64	98	73	124	109	E-Thunderbolt	E-Thunder Wave	N-Supersonic	N-Double-Edge
Magneton	Electric	84	119	93	143	128	E-Thunder	N-Screech	N-Supersonic	N-Swift
Farfetch'd	Normal/Flying	94	83	88	87	136	N-Slash	N-Sand-Attack	Po-Toxic	Fl-Fly
Doduo	Normal/Flying	114	73	103	64	119	Fl-Drill Peck	N-Tri Attack	N-Double Team	Ps-Reflect
Dodrio	Normal/Flying	134	94	123	83	138	Fl-Fly	N-Tri Attack	Ps-Agility	Ps-Reflect
Seel	Water	74	83	73	99	149	I-Ice Beam	N-Body Slam	N-Horn Drill	W-Surf
Dewgong	Water/Ice	91	101	92	116	166	I-Aurora Beam	N-Headbutt	Ps-Rest	W-Surf
Grimer	Poison	109	78	53	69	164	Po-Sludge	N-Body Slam	N-Screech	N-Explosion
Muk	Poison	129	99	73	88	183	Po-Sludge	E-Thunderbolt	N-Hyper Beam	N-Selfdestruct
Shellder	Water	94	128	68	74	114	W-Surf	N-Explosion	I-Blizzard	N-Tri Attack
Cloyster	Water/Ice	113	198	88	103	123	W-Clamp	N-Spike Cannon	I-Ice Beam	N-Supersonic
Gastly	Ghost/Poison	64	58	108	129	114	Ps-Hypnosis	Ps-Dream Eater	Ps-Psychic	Gh-Confuse Ray
Haunter	Ghost/Poison	75	71	120	141	126	Gr-Mega Drawn	Ps-Psychic	N-Explosion	Gh-Confuse Ray
Gengar	Ghost/Poison	86	81	132	151	136	E-Thunderbolt	Gh-Night Shade	Ps-Hypnosis	Gh-Confuse Ray
Onix	Rock/Ground	70	186	95	56	116	Gd-Earthquake	R-Rock Slide	N-Strength	N-Explosion
Drowzee	Psychic	77	73	70	119	144	Ps-Hypnosis	Ps-Dream Eater	Ps-Psychic	N-Tri Attack
Hypno	Psychic	94	91	89	136	161	Ps-Hypnosis	N-Headbutt	Ps-Dream Eater	Ps-Meditate
Krabby	Water	134	118	78	54	114	W-Crabhammer	N-Guillotine	N-Double-Edge	I-Blizzard
Kingler	Water	151	136	97	71	131	W-Crabhammer	N-Guillotine	N-Stomp	N-Substitute
Voltorb	Electric	59	78	128	84	124	E-Thunderbolt	E-Thunder Wave	N-Swift	N-Explosion
Electrode	Electric	74	96	163	103	138	E-Thunder	E-Thunder Wave	N-Swift	N-Selfdestruct
Exeggcute	Grass/Psychic	69	108	68	89	144	Ps-Psychic	N-Explosion	Gr-Leech Seed	Po-Toxic
Exeggutor	Grass/Psychic	113	103	73	143	168	Gr-Mega Drain	Gr-Stun Spore	Gr-Leech Seed	N-Egg Bomb
Cubone	Ground	79	123	63	69	134	Gd-Earthquake	Ft-Submission	I-Blizzard	N-Strength
Marowak	Ground	105	136	70	76	141	Gd-Bonemerang	N-Thrash	Fi-Fire Blast	N-Focus Energy
Hitmonlee	Fighting	145	79	112	61	131	Ft-Hi Jump Kick	N-Mega Kick	N-Metronome	Ft-Seismic Toss
Hitmonchan	Fighting	130	105	101	61	131	Ft-Submission	E-Thunderpunch	I-Ice Punch	N-Strength
Lickitung	Normal	80	101	55	86	171	N-Strength	I-Blizzard	E-Thunder	Fi-Fire Blast
Koffing	Poison	94	123	63	89	124	Po-Sludge	Po-Toxic	E-Thunderbolt	N-Explosion
Weezing	Poison	111	141	82	106	141	Po-Sludge	N-Hyper Beam	Fi-Fire Blast	N-Selfdestruct
Rhyhorn	Ground/Rock	110	121	50	56	161	Gd-Earthquake	N-Body Slam	R-Rock Slide	Fi-Fire Blast
Rhydon	Ground/ Rock	151	141	62	66	181	Gd-Dig	N-Strength	E-Thunder	W-Surf
Chansey	Normal	26	26	72	126	326	E-Thunder	Fi-Fire Blast	N-Minimize	Ps-Rest
Tangela	Grass	79	139	83	123	143	Gr-Mega Drain	N-Growth	Po-Toxic	N-Double-Edge
Kangaskhan	Normal	116	101	112	61	181	N-Dizzy Punch	R-Rock Slide	W-Surf	E-Thunderbolt

Poké Cup continued

Name	Type	Attack	Defense	Speed	Special	HP	Attack ©▲	Attack ©▶	Attack ©▼	Attack ©◀
Horsea	Water	69	98	88	99	114	W-Hydro Pump	Po-Toxic	N-Smokescreen	I-Ice Beam
Seadra	Water	89	119	108	118	133	W-Surf	Po-Toxic	N-Smokescreen	N-Swift
Goldeen	Water	96	88	91	79	129	W-Surf	N-Supersonic	N-Horn Drill	I-Blizzard
Seaking	Water	116	89	91	103	158	W-Waterfall	N-Supersonic	N-Horn Attack	I-Ice Beam
Staryu	Water	74	83	113	99	114	W-Hydro Pump	N-Recover	E-Thunderbolt	Ps-Psychic
Starmie	Water/Psychic	96	106	137	121	136	W-Surf	E-Thunder	N-Swift	N-Harden
Mr.Mime	Psychic	70	91	115	126	121	Ps-Barrier	Ps-Psychic	N-Metronome	Ft-Seismic Toss
Scyther	Bug/Flying	131	101	127	76	146	N-Slash	Fl-Wing Attack	N-Leer	N-Double Team
Jynx	Ice/Psychic	75	61	120	121	146	I-Ice Punch	N-Mega Punch	Ps-Psychic	N-Lovely Kiss
Electabuzz	Electric	107	81	128	108	143	E-Thunderpunch	N-Mega Punch	Ps-Psychic	E-Thunder Wave
Magmar	Fire	119	81	116	108	143	Fi-Fire Punch	N-Mega Punch	Ps-Psychic	N-Smokescreen
Pinsir	Bug	146	121	107	76	141	N-Strength	N-Harden	Ft-Seismic Toss	N-Guillotine
Tauros	Normal	121	116	132	91	151	N-Double-Edge	Fi-Fire Blast	N-Tail Whip	N-Bide
Magikarp	Water	41	87	112	52	107	N-Splash	N-Tackle	—	—
Gyarados	Water/Flying	143	97	99	118	168	W-Surf	D-Dragon Rage	N-Bite	Fi-Fire Blast
Lapras	Water/Ice	106	101	82	116	206	I-Ice Beam	Gr-Solarbeam	N-Body Slam	N-Sing
Ditto	Normal	79	80	80	80	135	N-Transform	—	—	—
Eevee	Normal	84	78	83	94	139	N-Body Slam	N-Swift	N-Sand-Attack	Po-Toxic
Vaporeon	Water	86	81	87	131	206	W-Surf	N-Quick Attack	N-Sand-Attack	Po-Acid Armor
Jolteon	Electric	86	81	152	131	141	E-Thunderbolt	B-Pin Missile	Po-Toxic	N-Sand-Attack
Flareon	Fire	151	81	87	131	141	Fi-Fire Blast	N-Take Down	Po-Smog	N-Sand-Attack
Porygon	Normal	85	96	65	101	146	N-Tri Attack	Ps-Psychic	N-Sharpen	N-Conversion
Omanyte	Rock/Water	69	128	63	119	119	W-Surf	I-Ice Beam	N-Double-Edge	N-Double Team
Omastar	Rock/Water	81	146	77	136	146	W-Hydro Pump	Ft-Submission	N-Spike Cannon	W-Withdraw
Kabuto	Rock/Water	109	118	83	74	114	W-Hydro Pump	I-Blizzard	N-Slash	N-Double Team
Kabutops	Rock/Water	136	126	102	91	136	W-Surf	N-Swords Dance	N-Mega Kick	Ft-Submission
Aerodactyl	Rock/Flying	126	86	152	81	156	Fl-Fly	N-Hyper Beam	N-Supersonic	D-Dragon Rage
Snorlax	Normal	131	86	52	86	236	N-Mega Kick	R-Rock Slide	N-Metronome	Ps-Rest
Articuno	Ice/Flying	102	117	102	142	162	I-Ice Beam	Fl-Sky Attack	N-Razor Wind	N-Substitute
Zapdos	Electric/Flying	107	102	117	142	162	E-Thunderbolt	Fl-Sky Attack	E-Thunder Wave	N-Flash
Moltres	Fire/Flying	117	107	107	142	162	Fi-Fire Blast	Fl-Fly	N-Swift	N-Substitute
Dratini	Dragon	95	77	82	82	128	N-Hyper Beam	N-Body Slam	E-Thunderbolt	E-Thunder Wave
Dragonair	Dragon	109	91	95	96	142	N-Hyper Beam	N-Swift	I-Ice Beam	E-Thunder Wave
Dragonite	Dragon/Flying	151	112	97	117	163	N-Slam	D-Dragon Rage	E-Thunder	Ps-Agility

PRIME CUP INDEX

Prime Cup

Name	Type	Attack	Defense	Speed	Special	HP	Attack ©▲	Attack ©▶	Attack ©▼	Attack ©◀
Bulbasaur	Grass/Poison	165	163	157	197	262	Gr-Leech Seed	Gr-Razor Leaf	N-Growth	N-Body Slam
Ivysaur	Grass/Poison	181	185	179	219	284	Gr-Leech Seed	Gr-Razor Leaf	N-Growth	Gr-Mega Drain
Venusaur	Grass/Poison	209	211	205	245	310	Gr-Leech Seed	Gr-Solarbeam	N-Growth	Gr-Sleep Powder
Charmander	Fire	171	151	197	167	250	Fi-Flamethrower	N-Body Slam	Ft-Seismic Toss	Gd-Dig
Charmeleon	Fire	185	175	219	189	280	Fi-Flamethrower	N-Slash	Gd-Dig	Ft-Submission
Charizard	Fire/Flying	213	201	245	215	306	Fi-Fire Blast	Fl-Fly	Fi-Fire Spin	N-Swords Dance
Squirtle	Water	163	195	153	167	260	W-Hydro Pump	I-Blizzard	N-Body Slam	Gd-Dig
Wartortle	Water	183	219	175	189	282	W-Surf	Ft-Seismic Toss	Gd-Dig	Po-Toxic
Blastoise	Water	211	245	201	215	308	W-Hydro Pump	N-Skull Bash	W-Withdraw	N-Tail Whip
Caterpie	Bug	127	135	157	107	262	N-Tackle	B-String Shot	—	—
Metapod	Bug	107	175	127	117	272	N-Tackle	B-String Shot	—	—
Butterfree	Bug/Flying	147	159	199	219	284	Ps-Psychic	Gr-Mega Drain	N-Swift	Gr-Stun Spore
Weedle	Bug/Poison	137	125	167	107	252	Po-Poison Sting	B-String Shot	—	—
Kakuna	Bug/Poison	117	165	137	117	262	Po-Poison Sting	B-String Shot	—	—
Beedrill	Bug/Poison	217	139	209	149	294	B-Twineedle	N-Hyper Beam	Gr-Mega Drain	N-Focus Energy
Pidgey	Normal/Flying	157	145	179	137	252	Fl-Fly	N-Sand-Attack	Fl-Mirror Move	N-Whirlwind
Pidgeotto	Normal/Flying	187	175	209	167	298	Fl-Fly	N-Sand-Attack	N-Swift	Po-Toxic
Pidgeot	Normal/Flying	209	199	233	191	322	N-Quick Attack	Fl-Mirror Move	N-Sand-Attack	Fl-Fly
Rattata	Normal	179	135	211	117	232	N-Super Fang	N-Body Slam	Gd-Dig	Po-Toxic
Raticate	Normal	219	179	253	159	274	N-Super Fang	N-Hyper Fang	N-Quick Attack	Po-Toxic
Spearow	Normal/Flying	187	125	207	129	252	Fl-Drill Peck	N-Swift	N-Double Team	Fl-Fly
Fearow	Normal/Flying	229	179	251	173	286	Fl-Drill Peck	Fl-Mirror Move	N-Hyper Beam	N-Growl
Ekans	Poison	187	153	177	147	242	N-Double-Edge	N-Glare	Gd-Earthquake	Gr-Mega Drain
Arbok	Poison	227	197	219	189	284	Gd-Dig	N-Glare	N-Strength	Po-Acid
Pikachu	Electric	177	125	247	167	242	E-Thunderbolt	E-Thunder Wave	N-Swift	Ps-Reflect
Raichu	Electric	229	159	251	231	276	E-Thunder	E-Thunder Wave	N-Quick Attack	N-Mega Kick

Prime Cup continued

Name	Type	Attack	Defense	Speed	Special	HP	Attack ©▲	Attack ©▶	Attack ©▼	Attack ©◀
Sandshrew	Ground	217	235	147	127	272	N-Sand-Attack	Gd-Earthquake	N-Slash	R-Rock Slide
Sandslash	Ground	249	269	181	161	306	N-Sand-Attack	Gd-Dig	N-Strength	R-Rock Slide
Nidoran ♀	Poison	161	169	149	147	282	N-Body Slam	I-Blizzard	E-Thunderbolt	Po-Toxic
Nidorina	Poison	181	193	171	169	304	N-Body Slam	W-Bubblebeam	E-Thunder	Po-Toxic
Nidoqueen	Poison/Ground	209	219	197	195	330	Gd-Earthquake	Ft-Double Kick	R-Rock Slide	Po-Toxic
Nidoran ♂	Poison	181	145	167	147	264	N-Body Slam	I-Blizzard	E-Thunder	N-Horn Drill
Nidorino	Poison	201	173	189	169	286	N-Body Slam	E-Thunderbolt	I-Ice Beam	N-Horn Drill
Nidoking	Poison/Ground	229	199	215	195	312	N-Horn Attack	Gd-Earthquake	N-Bide	N-Horn Drill
Clefairy	Normal	157	161	137	187	312	N-Metronome	N-Body Slam	E-Thunder Wave	I-Blizzard
Clefable	Normal	189	195	171	221	346	N-Metronome	N-Strength	E-Thunder Wave	E-Thunder
Vulpix	Fire	149	145	197	197	248	Fi-Flamethrower	Gd-Dig	Gh-Confuse Ray	Po-Toxic
Ninetales	Fire	197	195	245	245	296	Fi-Fireblast	N-Quick Attack	Gh-Confuse Ray	N-Tail Whip
Jigglypuff	Normal	157	105	107	117	402	N-Sing	N-Flash	N-Body Slam	Ft-Seismic Toss
Wigglytuff	Normal	197	149	149	159	444	N-Sing	N-Disable	N-Strength	N-Hyper Beam
Zubat	Poison/Flying	157	135	177	147	252	Gh-Confuse Ray	N-Swift	Gr-Mega Drain	I-Haze
Golbat	Poison/Flying	209	189	231	201	306	N-Supersonic	N-Hyper Beam	Gr-Mega Drain	I-Haze
Oddish	Grass/Poison	167	175	127	217	262	Gr-Petal Dance	Gr-Mega Drain	Gr-Stun Spore	N-Double-Edge
Gloom	Grass/Poison	187	199	139	229	284	Gr-Petal Dance	Gr-Mega Drain	Gr-Stun Spore	Po-Acid
Vileplume	Grass/Poison	209	219	151	251	306	Gr-Solarbeam	Gr-Mega Drain	Gr-Stun Spore	Po-Acid
Paras	Bug/Grass	207	175	117	177	242	N-Slash	Gr-Spore	Gd-Dig	Gr-Mega Drain
Parasect	Bug/Grass	247	219	119	219	284	N-Slash	Gr-Spore	N-Growth	Gr-Mega Drain
Venonat	Bug/Poison	177	165	157	147	292	Ps-Psychic	Gr-Mega Drain	N-Double-Edge	Po-Toxic
Venomoth	Bug/Poison	187	179	239	239	304	Ps-Psychic	Gr-Mega Drain	Gr-Sleep Powder	N-Flash
Diglett	Ground	177	115	257	157	192	Gd-Earthquake	Gd-Fissure	N-Slash	N-Sand-Attack
Dugtrio	Ground	217	159	299	199	234	Gd-Dig	R-Rock Slide	N-Growl	N-Sand-Attack
Meowth	Normal	157	135	247	147	252	W-Bubblebeam	N-Screech	N-Slash	E-Thunderbolt
Persian	Normal	197	179	289	189	294	N-Hyper Beam	N-Screech	N-Bite	E-Thunder
Psyduck	Water	171	161	177	167	272	W-Hydro Pump	I-Blizzard	Gd-Dig	N-Disable
Golduck	Water	213	205	221	211	316	W-Bubblebeam	I-Ice Beam	Ps-Confusion	N-Disable
Mankey	Fighting	227	135	207	137	252	Ft-Submission	N-Thrash	Gd-Dig	Ft-Counter
Primeape	Fighting	259	169	241	171	286	Ft-Low Kick	N-Thrash	Ft-Seismic Toss	Ft-Counter
Growlithe	Fire	207	155	187	167	282	Fi-Flamethrower	Gd-Dig	N-Body Slam	N-Double Team
Arcanine	Fire	259	199	229	199	324	Fi-Fire Blast	Gd-Dig	N-Leer	Ps-Agility
Poliwag	Water	167	145	247	147	252	W-Hydro Pump	I-Blizzard	Ps-Psychic	Ps-Amnesia
Poliwhirl	Water	187	189	239	159	294	W-Surf	I-Ice Beam	Ps-Psychic	Ps-Amnesia
Poliwrath	Water/Fighting	219	239	191	191	336	W-Bubblebeam	Ft-Submission	Ps-Hypnosis	Ps-Amnesia
Abra	Psychic	107	95	247	277	222	Ps-Psychic	E-Thunder Wave	N-Double Team	N-Body Slam
Kadabra	Psychic	127	119	269	299	244	Ps-Psychic	N-Recover	Ps-Reflect	Gd-Dig
Alakazam	Psychic	145	135	276	306	260	Ps-Psybeam	Ps-Kinesis	Ps-Reflect	N-Hyper Beam
Machop	Fighting	227	165	137	137	290	Ft-Submission	N-Body Slam	Ft-Seismic Toss	N-Focus Energy
Machoke	Fighting	257	199	149	159	324	Ft-Submission	Gd-Dig	Ft-Seismic Toss	N-Focus Energy
Machamp	Fighting	305	205	155	175	330	Ft-Low Kick	N-Mega Punch	N-Leer	N-Focus Energy
Bellsprout	Grass/Poison	217	135	147	207	272	Gr-Razor Leaf	Po-Toxic	N-Wrap	N-Double-Edge
Weepinbell	Grass/Poison	237	159	169	229	294	Gr-Razor Leaf	Gr-Mega Drain	N-Growth	Gr-Stun Spore
Victreebel	Grass/Poison	255	175	185	245	310	Gr-Razor Leaf	Po-Acid	N-Wrap	Gr-Sleep Powder
Tentacool	Water/Poison	147	135	207	267	252	W-Surf	I-Blizzard	Gr-Mega Drain	Po-Toxic
Tentacruel	Water/Poison	185	175	245	285	310	W-Bubblebeam	N-Wrap	N-Screech	Po-Toxic
Geodude	Rock/Ground	227	265	107	127	252	R-Rock Slide	Gd-Earthquake	Ft-Seismic Toss	Fi-Fire Blast
Graveler	Rock/Ground	247	289	129	149	274	R-Rock Slide	Gd-Earthquake	Fi-Fire Blast	N-Metronome
Golem	Rock/Ground	265	305	135	155	310	R-Rock Throw	Gd-Dig	N-Defense Curl	Fi-Fire Blast
Ponyta	Fire	227	169	239	189	264	Fi-Fire Spin	Ps-Agility	N-Horn Drill	Po-Toxic
Rapidash	Fire	245	185	255	205	280	Fi-Fire Blast	N-Stomp	Ps-Reflect	N-Tail Whip
Slowpoke	Water/Psychic	197	195	97	147	352	W-Surf	Ps-Psychic	Ps-Amnesia	E-Thunder Wave
Slowbro	Water/Psychic	199	269	111	207	346	W-Surf	Ps-Psychic	N-Disable	N-Mega Punch
Magnemite	Electric	137	205	157	257	222	E-Thunderbolt	E-Thunder Wave	N-Swift	N-Flash
Magneton	Electric	169	239	191	291	256	E-Thunder	E-Thunder Wave	N-Supersonic	N-Flash
Farfetch'd	Normal/Flying	197	175	187	183	276	N-Slash	N-Sand-Attack	Fl-Fly	Po-Toxic
Doduo	Normal/Flying	237	155	217	137	242	Fl-Drill Peck	N-Body Slam	Ps-Reflect	N-Double Team
Dodrio	Normal/Flying	269	189	251	171	276	N-Tri Attack	Fl-Fly	N-Growl	Ps-Agility
Seel	Water	157	175	157	207	302	W-Surf	I-Blizzard	N-Body Slam	N-Double Team
Dewgong	Water/Ice	189	209	191	241	336	I-Aurora Beam	W-Surf	N-Headbutt	N-Horn Drill
Grimer	Poison	217	159	109	139	324	Po-Sludge	N-Body Slam	E-Thunderbolt	Po-Acid Armor
Muk	Poison	259	199	151	181	366	Po-Sludge	Fi-Fire Blast	N-Screech	Po-Acid Armor
Shellder	Water	197	265	147	157	232	I-Blizzard	W-Surf	N-Swift	N-Supersonic
Cloyster	Water/Ice	229	399	179	209	244	I-Ice Beam	W-Bubblebeam	W-Clamp	N-Supersonic
Gastly	Ghost/Poison	137	125	227	267	232	Ps-Hypnosis	Ps-Psychic	Gh-Confuse Ray	Gh-Night Shade
Haunter	Ghost/Poison	157	149	249	289	254	Ps-Hypnosis	Ps-Dream Eater	Gh-Confuse Ray	Ps-Psychic
Gengar	Ghost/Poison	175	165	265	305	270	Ps-Hypnosis	Ps-Dream Eater	N-Metronome	Gh-Night Shade
Onix	Rock/Ground	147	379	199	119	234	R-Rock Slide	Gd-Earthquake	Gd-Fissure	N-Selfdestruct

Prime Cup continued

Name	Type	Attack	Defense	Speed	Special	HP	Attack ©▲	Attack ©►	Attack ©▼	Attack ©◄
Drowzee	Psychic	163	155	151	247	292	Ps-Hypnosis	Ps-Dream Eater	Ft-Seismic Toss	Ps-Psychic
Hypno	Psychic	191	185	179	275	320	Ps-Hypnosis	Po-Poison Gas	N-Headbutt	Ps-Psychic
Krabby	Water	267	239	159	109	224	W-Surf	N-Body Slam	N-Guillotine	I-Blizzard
Kingler	Water	305	275	195	145	260	W-Crabhammer	N-Strength	N-Guillotine	Po-Toxic
Voltorb	Electric	127	165	267	177	252	E-Thunderbolt	E-Thunder Wave	N-Take Down	Ps-Reflect
Electrode	Electric	149	189	331	211	276	E-Thunder	E-Thunder Wave	N-Swift	N-Flash
Exeggcute	Grass/Psychic	147	225	147	187	292	Gr-Leech Seed	Po-Toxic	Ps-Psychic	N-Selfdestruct
Exeggutor	Grass/Psychic	229	209	149	289	334	N-Stomp	Gr-Sleep Powder	Ps-Psychic	Gr-Solarbeam
Cubone	Ground	167	255	137	147	272	Gd-Bonemerang	I-Blizzard	N-Thrash	N-Focus Energy
Marowak	Ground	217	279	149	159	284	Gd-Bone Club	N-Headbutt	N-Thrash	N-Focus Energy
Hitmonlee	Fighting	297	165	233	129	264	Ft-Rolling Kick	Ft-Jump Kick	Ft-Hi Jump Kick	N-Focus Energy
Hitmonchan	Fighting	267	217	211	129	264	N-Mega Punch	Fi-Fire Punch	I-Ice Punch	E-Thunderpunch
Lickitung	Normal	167	209	119	179	344	N-Body Slam	E-Thunder	Gd-Earthquake	I-Blizzard
Koffing	Poison	197	255	137	187	252	Po-Sludge	E-Thunder	I-Haze	Po-Toxic
Weezing	Poison	225	285	165	215	280	Po-Sludge	E-Thunder	I-Haze	N-Mimic
Rhyhorn	Ground/Rock	227	249	109	119	324	N-Body Slam	Gd-Earthquake	R-Rock Slide	Gd-Fissure
Rhydon	Ground/ Rock	299	279	119	129	354	N-Horn Attack	Gd-Earthquake	E-Thunder	Gd-Fissure
Chansey	Normal	55	55	145	255	650	N-Egg Bomb	Ps-Rest	N-Metronome	Ft-Seismic Toss
Tangela	Grass	167	289	179	259	294	Gr-Mega Drain	Gr-Solarbeam	N-Growth	Gr-Stun Spore
Kangaskhan	Normal	235	205	225	125	360	N-Dizzy Punch	R-Rock Slide	W-Surf	N-Substitute
Horsea	Water	147	205	187	207	232	W-Hydro Pump	I-Ice Beam	Po-Toxic	N-Smokescreen
Seadra	Water	179	239	221	241	266	W-Surf	N-Double-Edge	Po-Toxic	N-Smokescreen
Goldeen	Water	201	185	193	167	262	W-Surf	N-Horn Drill	N-Double Team	Ps-Agility
Seaking	Water	233	179	187	211	316	W-Waterfall	N-Horn Drill	N-Supersonic	N-Fury Attack
Staryu	Water	147	169	229	199	224	W-Surf	Ps-Psychic	N-Minimize	N-Recover
Starmie	Water/Psychic	195	215	275	245	270	W-Bubblebeam	E-Thunder	N-Minimize	N-Swift
Mr. Mime	Psychic	147	189	239	259	244	Ps-Barrier	Ps-Light Screen	Ps-Psychic	N-Hyper Beam
Scyther	Bug/Flying	265	205	255	155	290	N-Focus Energy	N-Hyper Beam	N-Swift	N-Double Team
Jynx	Ice/Psychic	149	119	241	237	286	N-Lovely Kiss	N-Body Slam	I-Ice Punch	Ps-Psychic
Electabuzz	Electric	215	163	261	221	286	E-Thunderpunch	E-Thunder Wave	N-Metronome	Ps-Reflect
Magmar	Fire	239	163	237	221	286	Fi-Fire Punch	N-Mega Punch	Gh-Confuse Ray	Ps-Psychic
Pinsir	Bug	295	245	215	155	280	N-Slash	N-Guillotine	Ft-Seismic Toss	Po-Toxic
Tauros	Normal	239	229	259	179	294	N-Stomp	N-Skull Bash	N-Bide	Fi-Fire Blast
Magikarp	Water	87	175	227	107	212	N-Splash	N-Tackle	—	—
Gyarados	Water/Flying	289	197	201	239	334	W-Bubblebeam	N-Bite	Fi-Fire Blast	N-Leer
Lapras	Water/Ice	209	199	159	229	404	W-Bubblebeam	I-Mist	N-Sing	I-Ice Beam
Ditto	Normal	163	161	163	163	268	N-Transform	—	—	—
Eevee	Normal	177	165	177	197	282	N-Double-Edge	N-Focus Energy	N-Sand-Attack	N-Quick Attack
Vaporeon	Water	175	165	175	265	410	W-Hydro Pump	Po-Acid Armor	I-Haze	N-Quick Attack
Jolteon	Electric	175	165	305	265	280	E-Thunder	B-Pin Missile	N-Sand-Attack	N-Quick Attack
Flareon	Fire	305	165	175	265	280	Fi-Fire Blast	Po-Smog	N-Sand-Attack	N-Quick Attack
Porygon	Normal	177	199	139	209	294	Ps-Psybeam	N-Tri-Attack	N-Conversion	N-Recover
Omanyte	Rock/Water	137	259	129	239	234	W-Hydro Pump	N-Body Slam	I-Ice Beam	Po-Toxic
Omastar	Rock/Water	165	295	155	275	290	W-Surf	N-Spike Cannon	N-Horn Drill	Po-Toxic
Kabuto	Rock/Water	217	239	169	149	224	W-Surf	I-Blizzard	N-Slash	N-Double Team
Kabutops	Rock/Water	275	255	205	185	270	W-Hydro Pump	N-Mega Kick	I-Ice Beam	N-Swords Dance
Aerodactyl	Rock/Flying	249	169	299	159	304	N-Bite	N-Supersonic	Fl-Fly	Fi-Fire Blast
Snorlax	Normal	265	175	105	175	470	N-Take Down	N-Metronome	Ps-Rest	N-Bide
Articuno	Ice/Flying	203	233	203	283	318	I-Ice Beam	Fl-Sky Attack	I-Mist	Ps-Agility
Zapdos	Electric/Flying	213	203	233	283	318	E-Thunder	Fl-Sky Attack	N-Bide	N-Flash
Moltres	Fire/Flying	233	213	213	283	318	Fi-Fire Blast	Fl-Sky Attack	Ps-Agility	Ps-Reflect
Dratini	Dragon	195	155	167	167	254	I-Blizzard	E-Thunderbolt	N-Body Slam	Fi-Fire Blast
Dragonair	Dragon	225	189	199	199	286	E-Thunderbolt	N-Body Slam	I-Ice Beam	Fi-Fire Blast
Dragonite	Dragon/Flying	301	223	193	233	320	E-Thunder	N-Wrap	N-Slam	Fi-Fire Blast

GYM LEADER INDEX

Gym Leader Castle

Name	Type	Attack	Defense	Speed	Special	HP	Attack ©▲	Attack ©▶	Attack ©▼	Attack ©◀
Bulbasaur	Grass/Poison	78	78	73	93	128	Gr-Leech Seed	Po-Toxic	N-Body Slam	Gr-Razor Leaf
Ivysaur	Grass/Poison	91	92	88	108	143	Gr-Razor Leaf	Gr-Sleep Powder	Gr-Mega Drain	N-Double-Edge
Venusaur	Grass/Poison	111	112	108	128	163	Gr-Leech Seed	Po-Poisonpowder	Gr-Solarbeam	N-Take Down
Charmander	Fire	81	72	93	78	122	Fi-Flamethrower	N-Slash	Ft-Seismic Toss	Gd-Dig
Charmeleon	Fire	93	87	108	93	141	Fi-Fire Blast	Ft-Counter	D-Dragon Rage	N-Slash
Charizard	Fire/Flying	113	107	128	113	161	Fl-Fly	Gd-Dig	Fi-Fire Spin	N-Mimic
Squirtle	Water	77	94	71	78	127	W-Surf	I-Blizzard	Gd-Dig	Ft-Seismic Toss
Wartortle	Water	92	109	86	93	142	W-Surf	Ft-Counter	Ft-Submission	I-Ice Beam
Blastoise	Water	112	129	106	113	162	W-Hydro Pump	N-Bide	N-Strength	W-Withdraw
Caterpie	Bug	59	64	73	48	128	N-Tackle	B-String Shot	—	—
Metapod	Bug	49	84	58	53	133	N-Tackle	B-String Shot	—	—
Butterfree	Bug/Flying	74	79	98	108	143	Ps-Psychic	N-Supersonic	N-Hyper Beam	Gr-Mega Drain
Weedle	Bug/Poison	64	59	78	48	123	B-String Shot	Po-Poison Sting	—	—
Kakuna	Bug/Poison	54	79	63	53	128	B-String Shot	Po-Poison Sting	—	—
Beedrill	Bug/Poison	109	69	103	73	148	B-Twineedle	N-Focus Energy	N-Double-Edge	Gr-Mega Drain
Pidgey	Normal/Flying	74	69	84	63	123	Fl-Fly	N-Double-Edge	Po-Toxic	N-Double Team
Pidgeotto	Normal/Flying	89	84	99	78	146	Fl-Fly	Ps-Agility	N-Sand-Attack	N-Take Down
Pidgeot	Normal/Flying	109	104	119	98	166	Fl-Mirror Move	Fl-Fly	N-Quick Attack	N-Hyper Beam
Rattata	Normal	85	64	100	53	113	N-Super Fang	N-Hyper Fang	I-Blizzard	Gd-Dig
Raticate	Normal	110	89	125	78	138	N-Hyper Fang	W-Bubblebeam	N-Focus Energy	Gd-Dig
Spearow	Normal/Flying	89	59	98	59	123	Fl-Drill Peck	Fl-Mirror Move	N-Double Team	N-Double-Edge
Fearow	Normal/Flying	119	94	128	89	148	Ps-Agility	N-Double Team	Fl-Fly	N-Swift
Ekans	Poison	89	73	83	68	118	Gd-Earthquake	N-Strength	N-Glare	Po-Acid
Arbok	Poison	114	98	108	93	143	N-Glare	R-Rock Slide	Po-Acid	Gd-Dig
Pikachu	Electric	84	59	118	78	118	E-Thunderbolt	Ft-Seismic Toss	E-Thunder Wave	N-Flash
Raichu	Electric	119	84	128	118	143	E-Thunder	E-Thunder Wave	N-Growl	N-Mega Kick
Sandshrew	Ground	104	114	68	58	133	Gd-Earthquake	N-Slash	Ft-Seismic Toss	N-Sand-Attack
Sandslash	Ground	129	139	93	83	158	Gd-Dig	R-Rock Slide	N-Sand-Attack	N-Fury Swipes
Nidoran♀	Poison	76	81	69	68	138	N-Body Slam	Po-Toxic	E-Thunderbolt	I-Blizzard
Nidorina	Poison	91	96	84	83	153	E-Thunder	I-Ice Beam	Po-Toxic	N-Body Slam
Nidoqueen	Poison/Ground	111	116	104	103	173	Ft-Double Kick	Po-Toxic	N-Body Slam	E-Thunder
Nidoran♂	Poison	86	69	78	68	129	N-Horn Drill	Po-Toxic	E-Thunderbolt	I-Blizzard
Nidorino	Poison	101	86	93	83	144	Po-Toxic	N-Horn Drill	I-Ice Beam	N-Double-Edge
Nidoking	Poison/Ground	121	106	113	103	164	Gd-Earthquake	N-Horn Drill	Ft-Double Kick	Po-Poison Sting
Clefairy	Normal	74	77	63	88	153	E-Thunderbolt	I-Blizzard	N-Body Slam	N-Metronome
Clefable	Normal	99	102	88	113	178	N-Sing	N-Metronome	N-Tri Attack	I-Ice Beam
Vulpix	Fire	70	69	93	93	121	Fi-Flamethrower	Ps-Reflect	Gh-Confuse Ray	Gd-Dig
Ninetales	Fire	105	104	128	128	156	Gh-Confuse Ray	Gd-Dig	Fi-Fire Spin	N-Bide
Jigglypuff	Normal	74	49	48	53	198	N-Sing	N-Body Slam	Ft-Seismic Toss	Ps-Psychic
Wigglytuff	Normal	99	74	73	78	223	N-Sing	N-Strength	N-Disable	Ps-Psychic
Zubat	Poison/Flying	74	64	83	68	123	Gh-Confuse Ray	Gr-Mega Drain	Po-Toxic	N-Double-Edge
Golbat	Poison/Flying	109	99	118	103	158	Gh-Confuse Ray	Gr-Mega Drain	N-Hyper Beam	I-Haze
Oddish	Grass/Poison	79	84	58	103	128	Gr-Stun Spore	Gr-Petal Dance	Gr-Mega Drain	N-Double-Edge
Gloom	Grass/Poison	94	99	68	113	143	Gr-Stun Spore	Gr-Petal Dance	Po-Acid	N-Take Down
Vileplume	Grass/Poison	109	114	78	128	158	Gr-Petal Dance	Po-Acid	N-Cut	Gr-Stun Spore
Paras	Bug/Grass	99	84	53	83	118	Gr-Spore	N-Slash	Gd-Dig	Gr-Mega Drain
Parasect	Bug/Grass	124	109	58	108	143	Gr-Spore	Gd-Dig	N-Growth	Gr-Mega Drain
Venonat	Bug/Poison	84	79	73	68	143	Ps-Psychic	Gr-Mega Drain	N-Double-Edge	Po-Toxic
Venomoth	Bug/Poison	94	89	118	118	153	Ps-Psychic	N-Supersonic	N-Swift	Po-Toxic
Diglett	Ground	84	54	123	73	93	Gd-Earthquake	N-Slash	Gd-Fissure	R-Rock Slide
Dugtrio	Ground	109	79	148	98	118	Gd-Dig	N-Sand-Attack	R-Rock Slide	N-Substitute
Meowth	Normal	74	64	118	68	123	N-Slash	E-Thunderbolt	W-Bubblebeam	N-Double Team
Persian	Normal	99	89	143	93	148	E-Thunderbolt	N-Double-Edge	N-Bide	N-Screech
Psyduck	Water	81	77	83	78	133	W-Surf	Ft-Seismic Toss	Gd-Dig	I-Blizzard
Golduck	Water	111	107	113	108	163	N-Disable	W-Surf	Ps-Confusion	N-Mega Kick
Mankey	Fighting	109	64	98	63	123	Ft-Submission	Gd-Dig	Ft-Seismic Toss	N-Strength
Primeape	Fighting	134	89	123	88	148	Ft-Seismic Toss	N-Screech	N-Mega Punch	Ft-Low Kick
Growlithe	Fire	99	74	88	78	138	Fi-Flamethrower	N-Body Slam	Ps-Reflect	Gd-Dig
Arcanine	Fire	139	109	123	108	173	Fi-Fire Blast	N-Take Down	N-Leer	Ps-Agility
Poliwag	Water	79	69	118	68	123	N-Body Slam	I-Blizzard	W-Surf	Ps-Amnesia
Poliwhirl	Water	94	94	118	78	148	Ps-Hypnosis	W-Hydro Pump	N-Strength	Gd-Earthquake
Poliwrath	Water/Fighting	114	124	98	98	173	Ps-Hypnosis	Ft-Submission	N-Mimic	W-Surf

Gym Leader Castle continued

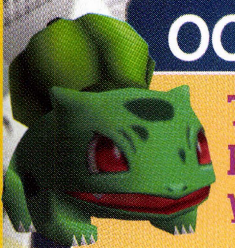
Name	Type	Attack	Defense	Speed	Special	HP	Attack ©▲	Attack ©►	Attack ©▼	Attack ©◄
Abra	Psychic	49	44	118	133	108	Ps-Psychic	Ft-Seismic Toss	Ps-Reflect	Po-Toxic
Kadabra	Psychic	64	59	133	148	123	Ps-Psybeam	E-Thunder Wave	N-Recover	Ft-Seismic Toss
Alakazam	Psychic	79	74	148	163	138	Ps-Confusion	Ps-Reflect	Ps-Kinesis	Gd-Dig
Machop	Fighting	109	79	63	63	153	Ft-Submission	R-Rock Slide	Gd-Earthquake	N-Body Slam
Machoke	Fighting	129	99	73	78	163	Gd-Earthquake	Ft-Submission	N-Strength	N-Focus Energy
Machamp	Fighting	159	109	83	93	173	N-Karate Chop	Ft-Low Kick	Fi-Fire Blast	Gd-Dig
Bellsprout	Grass/Poison	104	64	68	98	133	Po-Acid	Po-Toxic	N-Growth	Gr-Razor Leaf
Weepinbell	Grass/Poison	119	79	83	113	148	Gr-Razor Leaf	Po-Acid	N-Slam	Po-Toxic
Victreebel	Grass/Poison	134	94	98	128	163	Gr-Mega Drain	Po-Acid	N-Wrap	Po-Toxic
Tentacool	Water/Poison	69	64	98	128	123	W-Surf	Gr-Mega Drain	Po-Acid	Po-Toxic
Tentacruel	Water/Poison	99	94	128	148	163	Po-Acid	N-Screech	W-Hydro Pump	N-Cut
Geodude	Rock/Ground	109	129	48	58	123	Gd-Earthquake	N-Body Slam	R-Rock Slide	N-Explosion
Graveler	Rock/Ground	124	144	63	73	138	R-Rock Slide	Gd-Earthquake	N-Strength	N-Selfdestruct
Golem	Rock/Ground	139	159	73	83	163	R-Rock Throw	N-Mega Punch	Gd-Dig	N-Selfdestruct
Ponyta	Fire	114	84	118	93	133	Fi-Fire Blast	Ps-Reflect	N-Horn Drill	N-Body Slam
Rapidash	Fire	129	99	133	108	148	N-Stomp	Ps-Agility	Po-Toxic	Fi-Fire Spin
Slowpoke	Water/Psychic	94	94	43	68	173	W-Surf	Ps-Psychic	E-Thunder Wave	Ps-Amnesia
Slowbro	Water/Psychic	104	139	58	108	178	W-Surf	N-Headbutt	Gd-Dig	N-Disable
Magnemite	Electric	64	99	73	123	108	E-Thunderbolt	E-Thunder Wave	N-Supersonic	N-Double-Edge
Magneton	Electric	89	124	98	148	133	E-Thunder Wave	N-Supersonic	E-Thunder	N-Screech
Farfetch'd	Normal/Flying	94	84	88	86	135	N-Slash	N-Sand-Attack	Po-Toxic	Fl-Fly
Doduo	Normal/Flying	114	74	103	63	118	Fl-Drill Peck	N-Tri Attack	N-Double Team	Ps-Reflect
Dodrio	Normal/Flying	139	99	128	88	143	Fl-Fly	N-Tri Attack	Ps-Reflect	N-Substitute
Seel	Water	74	84	73	98	148	I-Ice Beam	N-Strength	N-Double Team	W-Surf
Dewgong	Water/Ice	99	109	98	123	173	N-Take Down	I-Aurora Beam	Ps-Rest	W-Surf
Grimer	Poison	109	79	53	68	163	Po-Sludge	N-Body Slam	N-Explosion	Gr-Mega Drain
Muk	Poison	134	104	78	93	188	Po-Sludge	E-Thunder	Gr-Mega Drain	N-Screech
Shellder	Water	94	129	68	73	113	I-Ice Beam	N-Explosion	W-Surf	N-Tri Attack
Cloyster	Water/Ice	124	209	98	113	133	I-Aurora Beam	N-Selfdestruct	W-Clamp	N-Spike Cannon
Gastly	Ghost/Poison	64	59	108	128	113	Ps-Psychic	Gh-Night Shade	N-Explosion	Gh-Confuse Ray
Haunter	Ghost/Poison	79	74	123	143	128	Ps-Psychic	E-Thunderbolt	N-Selfdestruct	Gh-Confuse Ray
Gengar	Ghost/Poison	94	89	138	158	143	Ps-Hypnosis	Ps-Dream Eater	E-Thunderbolt	Gh-Confuse Ray
Onix	Rock/Ground	74	189	98	58	118	Gd-Earthquake	R-Rock Slide	N-Explosion	N-Screech
Drowzee	Psychic	77	74	70	118	143	Ps-Hypnosis	Ft-Seismic Toss	Ps-Psychic	Ps-Reflect
Hypno	Psychic	102	99	95	143	168	Ps-Hypnosis	Ps-Dream Eater	Ft-Counter	N-Headbutt
Krabby	Water	134	119	78	53	113	W-Crabhammer	Po-Toxic	N-Body Slam	I-Blizzard
Kingler	Water	159	144	103	78	138	W-Crabhammer	N-Strength	N-Bide	N-Leer
Voltorb	Electric	59	79	128	83	123	E-Thunderbolt	E-Thunder Wave	Ps-Reflect	N-Explosion
Electrode	Electric	79	99	168	108	143	E-Thunder	Po-Toxic	N-Swift	N-Selfdestruct
Exeggcute	Grass/Psychic	69	109	68	88	143	Gr-Leech Seed	Gr-Solarbeam	N-Egg Bomb	Ps-Psychic
Exeggutor	Grass/Psychic	124	114	83	153	178	Gr-Leech Seed	Ps-Hypnosis	Gr-Mega Drain	N-Egg Bomb
Cubone	Ground	79	124	63	68	133	Gd-Bonemerang	N-Body Slam	I-Ice Beam	Ft-Seismic Toss
Marowak	Ground	109	139	73	78	143	Gd-Bonemerang	N-Thrash	Fi-Fire Blast	N-Focus Energy
Hitmonlee	Fighting	149	82	115	63	133	Ft-Hi Jump Kick	N-Strength	Ft-Counter	N-Focus Energy
Hitmonchan	Fighting	134	108	104	63	133	Ft-Submission	N-Strength	I-Ice Punch	E-Thunderpunch
Lickitung	Normal	84	104	58	88	173	Gd-Earthquake	N-Body Slam	N-Screech	N-Supersonic
Koffing	Poison	94	124	63	88	123	Po-Sludge	Po-Toxic	E-Thunderbolt	Fi-Fire Blast
Weezing	Poison	119	149	88	113	148	Po-Sludge	N-Hyper Beam	I-Haze	N-Smokescreen
Rhyhorn	Ground/Rock	114	124	53	58	163	N-Body Slam	Gd-Earthquake	E-Thunder	R-Rock Slide
Rhydon	Ground/ Rock	159	149	68	73	188	N-Strength	Gd-Dig	W-Surf	N-Substitute
Chansey	Normal	34	34	78	133	333	I-Ice Beam	E-Thunder	N-Double Edge	Ps-Reflect
Tangela	Grass	84	144	88	128	148	Po-Poisonpowder	N-Take Down	Gr-Mega Drain	N-Growth
Kangaskhan	Normal	124	109	118	68	188	N-Dizzy Punch	R-Rock Slide	N-Leer	E-Thunderbolt
Horsea	Water	69	99	88	98	113	W-Hydro Pump	Po-Toxic	N-Smokescreen	I-Ice Beam
Seadra	Water	94	124	113	123	138	N-Smokescreen	W-Hydro Pump	N-Swift	Ps-Agility
Goldeen	Water	96	89	91	78	128	W-Surf	Po-Toxic	N-Double-Edge	I-Ice Beam
Seaking	Water	121	94	96	108	163	W-Waterfall	I-Blizzard	N-Supersonic	N-Horn Attack
Staryu	Water	74	84	113	98	113	E-Thunderbolt	N-Recover	W-Surf	Ps-Psychic
Starmie	Water/Psychic	104	114	143	128	143	W-Bubblebeam	E-Thunder	N-Minimize	N-Tri Attack
Mr. Mime	Psychic	74	94	118	128	123	Ps-Barrier	Ps-Psychic	Ft-Seismic Toss	Ft-Counter
Scyther	Bug/Flying	139	109	133	83	153	N-Double Team	Fl-Wing Attack	N-Slash	Po-Toxic
Jynx	Ice/Psychic	79	64	123	123	148	N-Lovely Kiss	I-Ice Punch	N-Thrash	Ps-Psychic
Electabuzz	Electric	112	86	133	113	148	E-Thunderpunch	N-Flash	E-Thunder Wave	Ft-Seismic Toss
Magmar	Fire	124	86	121	113	148	Gh-Confuse Ray	Fi-Fire Punch	N-Smokescreen	N-Strength
Pinsir	Bug	154	129	113	83	148	N-Slash	N-Mimic	N-Harden	N-Guillotine
Tauros	Normal	129	124	138	98	158	N-Strength	N-Bide	Fi-Fire Blast	N-Tail Whip
Magikarp	Water	39	84	108	48	103	N-Splash	N-Tackle	—	—
Gyarados	Water/Flying	154	108	109	128	178	D-Dragon Rage	W-Hydro Pump	N-Take Down	N-Leer

Gym Leader Castle continued

Name	Type	Attack	Defense	Speed	Special	HP	Attack ©▲	Attack ©►	Attack ©▼	Attack ©◄
Lapras	Water/Ice	114	109	88	123	213	Gh-Confuse Ray	N-Sing	I-Ice Beam	W-Bubblebeam
Ditto	Normal	77	77	76	76	131	N-Transform	—	—	—
Eevee	Normal	84	79	83	93	138	Po-Toxic	N-Body Slam	N-Sand-Attack	N-Focus Energy
Vaporeon	Water	94	89	93	138	213	Po-Acid Armor	I-Aurora Beam	W-Surf	N-Quick Attack
Jolteon	Electric	94	89	158	138	148	E-Thunder	Po-Toxic	B-Pin Missile	Ft-Double Kick
Flareon	Fire	159	89	93	138	148	Fi-Fire Blast	N-Sand-Attack	Po-Toxic	N-Double-Edge
Porygon	Normal	85	99	68	103	148	N-Conversion	Ps-Psychic	N-Recover	N-Tri Attack
Omanyte	Rock/Water	69	129	63	118	118	I-Blizzard	W-Surf	N-Double-Edge	N-Double Team
Omastar	Rock/Water	89	154	83	143	153	W-Hydro Pump	N-Spike Cannon	N-Leer	W-Withdraw
Kabuto	Rock/Water	109	119	83	73	113	N-Slash	W-Hydro Pump	I-Ice Beam	Po-Toxic
Kabutops	Rock/Water	144	134	108	98	143	W-Hydro Pump	N-Swords Dance	Ft-Submission	N-Take Down
Aerodactyl	Rock/Flying	134	94	158	88	163	N-Supersonic	N-Take Down	Ps-Reflect	Fl-Fly
Snorlax	Normal	139	94	58	93	243	E-Thunder	N-Headbutt	Ps-Rest	N-Bide
Articuno	Ice/Flying	114	129	113	153	173	I-Ice Beam	Fl-Sky Attack	N-Rage	N-Mimic
Zapdos	Electric/Flying	119	114	128	153	173	E-Thunder	Fl-Sky Attack	N-Substitute	N-Flash
Moltres	Fire/Flying	129	119	118	153	173	Fi-Fire Blast	Fl-Sky Attack	N-Take Down	N-Bide
Dratini	Dragon	93	74	78	78	124	N-Body Slam	D-Dragon Rage	I-Blizzard	E-Thunder Wave
Dragonair	Dragon	113	94	98	98	144	N-Hyper Beam	E-Thunderbolt	Fi-Fire Blast	E-Thunder Wave
Dragonite	Dragon/Flying	163	124	108	128	174	N-Slam	N-Mimic	W-Surf	N-Substitute

POKÉDEX

001-Bulbasaur



Type: Grass/Poison
Height: 2'4"
Weight: 15 lb.

Evolution: 002-Ivysaur, 003-Venusaur

003-Venusaur

Type: Grass/Poison
Height: 6'7"
Weight: 221 lb.

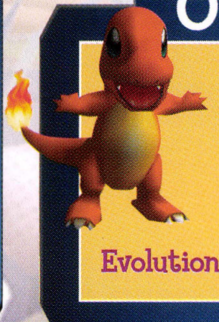
Evolution: Final Stage

002-Ivysaur

Type: Grass/Poison
Height: 3'3"
Weight: 29 lb.

Evolution: 003-Venusaur

004-Charmander



Type: Fire
Height: 2'
Weight: 19 lb.

Evolution: 005-Charmeleon, 006-Charizard

005-Charmeleon

Type: Fire
Height: 3'7"
Weight: 42 lb.

Evolution: 006-Charizard

006-Charizard

Type: Fire/Flying
Height: 5'7"
Weight: 200 lb.

Evolution: Final Stage

007-Squirtle

Type: Water
Height: 1'8"
Weight: 20 lb.

Evolution: 008-Wartortle, 009-Blastoise

008-Wartortle

Type: Water
Height: 3'3"
Weight: 50 lb.

Evolution: 009-Blastoise

009-Blastoise

Type: Water
Height: 5'3"
Weight: 189 lb.

Evolution: Final Stage

010-Caterpie

Type: Bug
Height: 1'
Weight: 6 lb.

Evolution: 011-Metapod, 012-Butterfree

011-Metapod

Type: Bug
Height: 2'4"
Weight: 22 lb

Evolution: 012-Butterfree

012-Butterfree

Type: Bug/Flying
Height: 3'7"
Weight: 71 lb.

Evolution: Final Stage

013-Weedle

Type: Bug/Poison
Height: 1'
Weight: 7 lb.

Evolution: 014-Kakuna, 015-Beedrill

014-Kakuna

Type: Bug/Poison
Height: 2'
Weight: 22 lb.

Evolution: 015-Beedrill

015-Beedrill

Type: Bug/Poison
Height: 3'3"
Weight: 65 lb.

Evolution: Final Stage

016-Pidgey

Type: Normal/Flying
Height: 1'
Weight: 4 lb.

Evolution: 017-Pidgeotto, 018-Pidgeot

017-Pidgeotto

Type: Normal/Flying
Height: 3'7"
Weight: 66 lb.

Evolution: 018-Pidgeot

018-Pidgeot

Type: Normal/Flying
Height: 4'11"
Weight: 87 lb.

Evolution: Final Stage

019-Rattata

Type: Normal
Height: 1'0"
Weight: 8 lb.

Evolution: 020-Raticate

020-Raticate

Type: Normal
Height: 2'4"
Weight: 41 lb.

Evolution: Final Stage

021-Spearow

Type: Normal/Flying
Height: 1'
Weight: 4 lb.

Evolution: 022-Fearow

022-Fearow

Type: Normal/Flying
Height: 3'11"
Weight: 84 lb.

Evolution: Final Stage

023-Ekans

Type: Poison
Height: 6'7"
Weight: 15 lb.

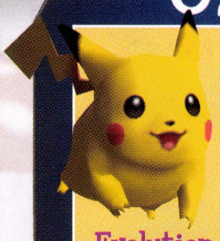
Evolution: 024-Arbok

024-Arbok

Type: Poison
Height: 11'6"
Weight: 143 lb.

Evolution: Final Stage

025-Pikachu



Type: Electric
Height: 1'4"
Weight: 13 lb.

Evolution: 026-Raichu

026-Raichu

Type: Electric
Height: 2'7"
Weight: 66 lb.

Evolution: Final Stage

027-Sandshrew

Type: Ground
Height: 2'
Weight: 26 lb.

Evolution: 028-Sandslash

028-Sandslash

Type: Ground
Height: 3'3"
Weight: 65 lb.

Evolution: Final Stage

029-Nidoran ♀

Type: Poison
Height: 1'4"
Weight: 15 lb.

Evolution: 030-Nidorina, 031-Nidoqueen

030-Nidorina

Type: Poison
Height: 2'7"
Weight: 44 lb.

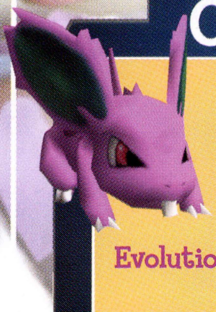
Evolution: 031-Nidoqueen

031-Nidoqueen

Type: Poison/Ground
Height: 4'3"
Weight: 132 lb.

Evolution: Final Stage

032-Nidoran ♂



Type: Poison
Height: 1'8"
Weight: 20 lb.

Evolution: 033-Nidorino, 034-NidoKing

033-Nidorino

Type: Poison
Height: 2'11"
Weight: 43 lb.

Evolution: 034-NidoKing

034-NidoKing

Type: Poison/Ground
Height: 4'7"
Weight: 137 lb.

Evolution: Final Stage

035-Clefairy

Type: Normal
Height: 2'
Weight: 17 lb.

Evolution: 036-Clefable

036-Clefable

Type: Normal
Height: 4'3"
Weight: 88 lb.

Evolution: Final Stage

037-Vulpix

Type: Fire
Height: 2'
Weight: 22 lb.

Evolution: 038-Ninetales

038-Ninetales

Type: Fire
Height: 3'7"
Weight: 44 lb.

Evolution: Final Stage

039-Jigglypuff

Type: Normal
Height: 1'8"
Weight: 12 lb.

Evolution: 040-Wigglytuff

040-Wigglytuff

Type: Normal
Height: 3'3"
Weight: 26 lb.

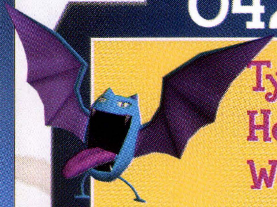
Evolution: Final Stage

041-Zubat

Type: Poison/Flying
Height: 2'7"
Weight: 17 lb.

Evolution: 042-Golbat

042-Golbat



Type: Poison/Flying
Height: 5'3"
Weight: 121 lb.

Evolution: Final Stage

043-Oddish

Type: Grass/Poison
Height: 1'8"
Weight: 12 lb.

Evolution: 044-Gloom, 045-Vileplume

044-Gloom

Type: Grass/Poison
Height: 2'7"
Weight: 19 lb.

Evolution: 045-Vileplume

045-Vileplume

Type: Grass/Poison
Height: 3'11"
Weight: 41 lb.

Evolution: Final Stage

046-Paras

Type: Bug/Grass
Height: 1'
Weight: 12 lb.

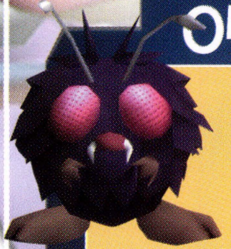
Evolution: 047-Parasect

047-Parasect

Type: Bug/Grass
Height: 3'3"
Weight: 65 lb.

Evolution: Final Stage

048-Venonat



Type: Bug/Poison
Height: 3'3"
Weight: 66 lb.

Evolution: 049-Venomoth

049-Venomoth

Type: Bug/Poison
Height: 4'11"
Weight: 28 lb.

Evolution: Final Stage

050-Diglett

Type: Ground
Height: 8"
Weight: 2 lb..

Evolution: 051-Dugtrio

051-Dugtrio

Type: Ground
Height: 2'4"
Weight: 73 lb.

Evolution: Final Stage

052-Meowth

Type: Normal
Height: 1'4"
Weight: 9 lb.

Evolution: 053-Persian

053-Persian

Type: Normal
Height: 3'3"
Weight: 71 lb.

Evolution: Final Stage

054-Psyduck

Type: Water
Height: 2'7"
Weight: 43 lb.

Evolution: 055-Golduck

055-Golduck

Type: Water
Height: 5'7"
Weight: 169 lb.

Evolution: Final Stage

056-Mankey

Type: Fighting
Height: 1'8"
Weight: 62 lb.

Evolution: 057-Primeape

057-Primeape

Type: Fighting
Height: 3'3"
Weight: 71 lb.

Evolution: Final Stage

058-Growlithe

Type: Fire
Height: 2'4"
Weight: 42 lb.

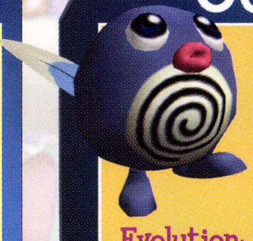
Evolution: 059-Arcanine

059-Arcanine

Type: Fire
Height: 6'3"
Weight: 342 lb.

Evolution: Final Stage

060-Poliwag



Type: Water
Height: 2'
Weight: 27 lb.

Evolution: 061-Poliwhirl, 062-Poliwrath

061-Poliwhirl

Type: Water
Height: 3'3"
Weight: 44 lb.

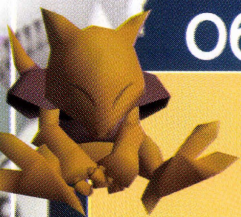
Evolution: 062-Poliwrath

062-Poliwrath

Type: Water/Fighting
Height: 4'3"
Weight: 119 lb.

Evolution: Final Stage

063-Abra



Type: Psychic
Height: 2'11"
Weight: 43 lb.

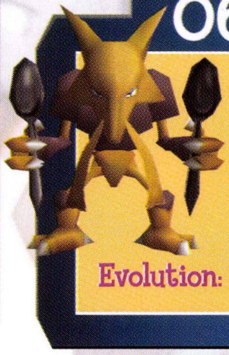
Evolution: 064-Kadabra, 065-Alakazam

064-Kadabra

Type: Psychic
Height: 4'3"
Weight: 125 lb.

Evolution: 065-Alakazam

065-Alakazam



Type: Psychic
Height: 4'11"
Weight: 106 lb.

Evolution: Final Stage

066-Machop

Type: Fighting
Height: 2'7"
Weight: 43 lb.

Evolution: 067-Machoke, 068-Machamp

067-Machoke

Type: Fighting
Height: 4'11"
Weight: 155 lb.

Evolution: 068-Machamp

068-Machamp

Type: Fighting
Height: 5'3"
Weight: 287 lb.

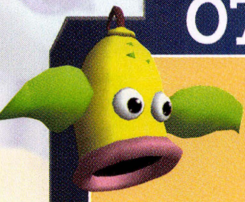
Evolution: Final Stage

069-Bellsprout

Type: Grass/Poison
Height: 2'4"
Weight: 9 lb.

Evolution: 070-Weepinbell, 071-Victreebel

070-Weepinbell



Type: Grass/Poison
Height: 3'3"
Weight: 14 lb.

Evolution: 071-Victreebel

071-Victreebel

Type: Grass/Poison
Height: 5'7"
Weight: 34 lb.

Evolution: Final Stage

072-Tentacool

Type: Water/Poison
Height: 2'11"
Weight: 100 lb.

Evolution: 073-Tentacruel

073-Tentacruel

Type: Water/Poison
Height: 5'3"
Weight: 121 lb.

Evolution: Final Stage

074-Geodude

Type: Rock/Ground
Height: 1'4"
Weight: 44 lb.

Evolution: 075-Graveler, 076-Golem

075-Graveler

Type: Rock/Ground
Height: 3'3"
Weight: 232 lb.

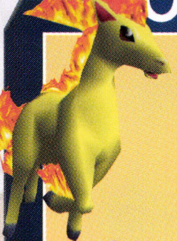
Evolution: 076-Golem

076-Golem

Type: Rock/Ground
Height: 4'7"
Weight: 662 lb.

Evolution: Final Stage

077-Ponyta



Type: Fire
Height: 3'3"
Weight: 66 lb.

Evolution: 078-Rapidash

078-Rapidash

Type: Fire
Height: 5'7"
Weight: 209 lb.

Evolution: Final Stage

079-Slowpoke

Type: Water/Psychic
Height: 3'11"
Weight: 79 lb..

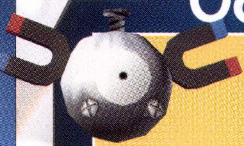
Evolution: 080-Slowbro

080-Slowbro

Type: Water/Psychic
Height: 5'3"
Weight: 173 lb.

Evolution: Final Stage

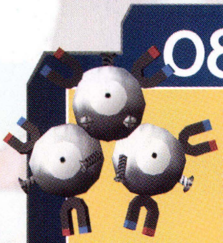
081-Magnemite



Type: Electric
Height: 1'
Weight: 13 lb.

Evolution: 082-Magneton

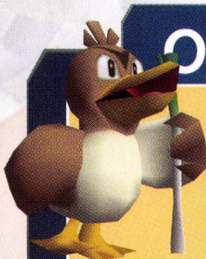
082-Magneton



Type: Electric
Height: 3'3"
Weight: 132 lb..

Evolution: Final Stage

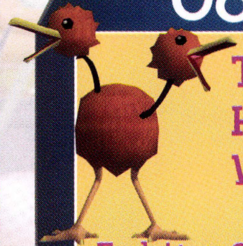
083-Farfetch'd



Type: Normal/Flying
Height: 2'7"
Weight: 33 lb.

Evolution: Final Stage

084-Doduo



Type: Normal/Flying
Height: 4'7"
Weight: 86 lb.

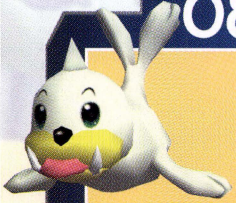
Evolution: 085-Dodrio

085-Dodrio

Type: Normal/Flying
Height: 5'11"
Weight: 188 lb.

Evolution: Final Stage

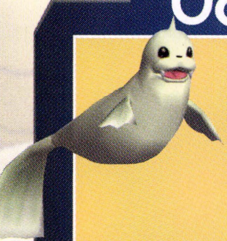
086-Seel



Type: Water
Height: 3'7"
Weight: 198 lb.

Evolution: 087-Dewgong

087-Dewgong



Type: Water/Ice
Height: 5'7"
Weight: 265 lb.

Evolution: Final Stage

088-Grimer

Type: Poison
Height: 2'11"
Weight: 66 lb.

Evolution: 089-Muk

089-Muk

Type: Poison
Height: 3'11"
Weight: 66 lb.

Evolution: Final Stage

090-Shellder

Type: Water
Height: 1'
Weight: 9 lb.

Evolution: 091-Cloyster

091-Cloyster

Type: Water/Ice
Height: 4'11"
Weight: 292 lb.

Evolution: Final Stage

092-Gastly

Type: Ghost/Poison
Height: 4'3"
Weight: .2 lb.

Evolution: 093-Haunter, 094-Gengar

093–Haunter

Type: Ghost/Poison
Height: 5’3”
Weight: .2 lb.

Evolution: 094–Gengar

094–Gengar

Type: Ghost/Poison
Height: 4’11”
Weight: 89 lb.

Evolution: Final Stage

095–Onix

Type: Rock/Ground
Height: 28’10”
Weight: 463 lb.

Evolution: Final Stage

096–Drowzee

Type: Psychic
Height: 3’3”
Weight: 71 lb.

Evolution: 097–Hypno

097–Hypno

Type: Psychic
Height: 5’3”
Weight: 167 lb.

Evolution: Final Stage

098–Krabby

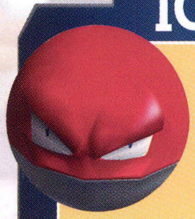
Type: Water
Height: 1’4”
Weight: 14 lb.

Evolution: 099–Kingler

099–Kingler

Type: Water
Height: 4’3”
Weight: 132 lb.

Evolution: Final Stage

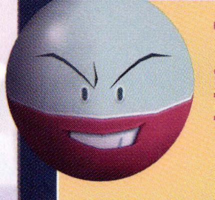


100–Voltorb

Type: Electric
Height: 1’8”
Weight: 23 lb.

Evolution: 101–Electrode

101-Electrode



Type: Electric
Height: 3'11"
Weight: 147 lb.

Evolution: Final Stage

102-Exeggcute

Type: Grass/Psychic
Height: 1'4"
Weight: 6 lb.

Evolution: 103-Exeggutor

103-Exeggutor

Type: Grass/Psychic
Height: 6'7"
Weight: 265 lb.

Evolution: Final Stage

104-Cubone

Type: Ground
Height: 1'4"
Weight: 14 lb.

Evolution: 105-Marowak

105-Marowak

Type: Ground
Height: 3'3"
Weight: 99 lb.

Evolution: Final Stage

106-Hitmonlee

Type: Fighting
Height: 4'11"
Weight: 110 lb.

Evolution: Final Stage

107-Hitmonchan

Type: Fighting
Height: 4'7"
Weight: 111 lb.

Evolution: Final Stage

108-Lickitung

Type: Normal
Height: 3'11"
Weight: 144 lb.

Evolution: Final Stage

109-Koffing

Type: Poison
Height: 2'
Weight: 2 lb.

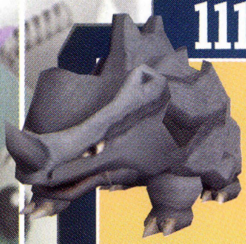
Evolution: 110-Weezing

110-Weezing

Type: Poison
Height: 3'11"
Weight: 21 lb.

Evolution: Final Stage

111-Rhyhorn



Type: Ground/Rock
Height: 3'3"
Weight: 254 lb.

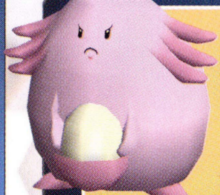
Evolution: 112-Rhydon

112-Rhydon

Type: Ground/Rock
Height: 6'3"
Weight: 265 lb.

Evolution: Final Stage

113-Chansey



Type: Normal
Height: 3'7"
Weight: 76 lb.

Evolution: Final Stage

114-Tangela

Type: Grass
Height: 3'3"
Weight: 77 lb.

Evolution: Final Stage

115-KangasKhan

Type: Normal
Height: 7'3"
Weight: 176 lb.

Evolution: Final Stage

116-Horsea

Type: Water
Height: 1'4"
Weight: 18 lb.

Evolution: 117-Seadra

117-Seadra

Type: Water
Height: 3'11"
Weight: 55 lb.

Evolution: Final Stage

118-Goldeen

Type: Water
Height: 2'0"
Weight: 33 lb.

Evolution: 119-SeaKing

119-SeaKing

Type: Water
Height: 4'3"
Weight: 86 lb.

Evolution: Final Stage

120-Staryu

Type: Water
Height: 2'7"
Weight: 76 lb.

Evolution: 121-Starmie

121-Starmie

Type: Water/Psychic
Height: 3'7"
Weight: 176 lb.

Evolution: Final Stage

122-Mr. Mime

Type: Psychic
Height: 4'3"
Weight: 120 lb.

Evolution: Final Stage

123-Scyther

Type: Bug/Flying
Height: 4'11"
Weight: 123 lb.

Evolution: Final Stage

124-Jynx

Type: Ice/Psychic
Height: 4'7"
Weight: 90 lb.

Evolution: Final Stage

125-Electabuzz

Type: Electric
Height: 3'7"
Weight: 66 lb.

Evolution: Final Stage

126-Magmar

Type: Fire
Height: 4'3"
Weight: 98 lb.

Evolution: Final Stage

127-Pinsir

Type: Bug
Height: 4'11"
Weight: 121 lb.

Evolution: Final Stage

128-Tauros

Type: Normal
Height: 4'7"
Weight: 195 lb.

Evolution: Final Stage

129-MagiKarp

Type: Water
Height: 2'11"
Weight: 22 lb.

Evolution: 130-Gyarados

130-Gyarados

Type: Water/Flying
Height: 21'4"
Weight: 518 lb.

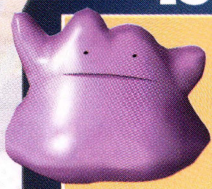
Evolution: Final Stage

131-Lapras

Type: Water/Ice
Height: 8'2"
Weight: 485 lb.

Evolution: Final Stage

132-Ditto



Type: Normal
Height: 1'
Weight: 9 lb.

Evolution: Final Stage

133-Eevee

Type: Normal
Height: 1'
Weight: 14 lb.

Evolution: 134-Vaporeon; 135-Jolteon; 136-Flareon

134-Vaporeon

Type: Water
Height: 3'3"
Weight: 64 lb.

Evolution: Final Stage

135-Jolteon

Type: Electric
Height: 2'7"
Weight: 54 lb.

Evolution: Final Stage

136-Flareon

Type: Fire
Height: 2'11"
Weight: 55 lb.

Evolution: Final Stage

137-Porygon

Type: Normal
Height: 2'7"
Weight: 80 lb.

Evolution: Final Stage

138-Omanyte

Type: Rock/Water
Height: 1'4"
Weight: 17 lb.

Evolution: 139-Omastar

139-Omastar

Type: Rock/Water
Height: 3'3"
Weight: 77 lb.

Evolution: Final Stage

140-Kabuto

Type: Rock/Water
Height: 1'8"
Weight: 25 lb.

Evolution: 141-Kabutops

141-Kabutops

Type: Rock/Water
Height: 4'3"
Weight: 89 lb.

Evolution: Final Stage

142-Aerodactyl

Type: Rock/Flying
Height: 5'11"
Weight: 130 lb.

Evolution: Final Stage

143-Snorlax

Type: Normal
Height: 6'11"
Weight: 1,014 lb.

Evolution: Final Stage

144-Articuno

Type: Ice/Flying
Height: 5'7"
Weight: 122 lb.

Evolution: Final Stage

145-Zapdos

Type: Electric/Flying
Height: 5'3"
Weight: 116 lb.

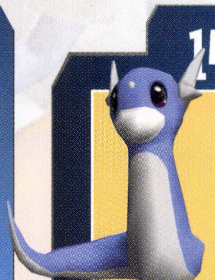
Evolution: Final Stage

146-Moltres

Type: Fire/Flying
Height: 6'7"
Weight: 132 lb.

Evolution: Final Stage

147-Dratini



Type: Dragon
Height: 5'11"
Weight: 7 lb.

Evolution: 148-Dragonair, 149-Dragonite

148-Dragonair

Type: Dragon
Height: 13'1"
Weight: 36 lb.

Evolution: 149-Dragonite

149-Dragonite

Type: Dragon/Flying
Height: 7'3"
Weight: 463 lb.

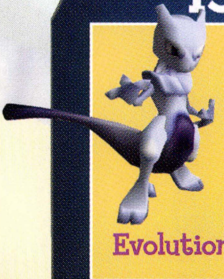
Evolution: Final Stage

151-Mew

Type: Psychic
Height: 1'4"
Weight: 9 lb.

Evolution: Final Stage

150-Mewtwo



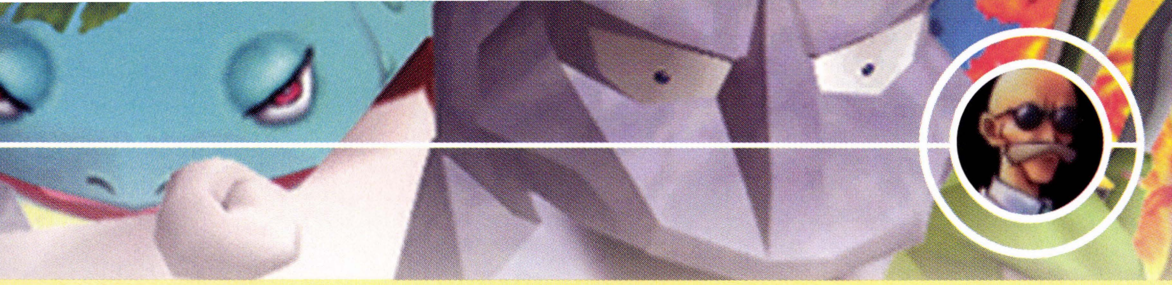
Type: Psychic
Height: 6'7"
Weight: 269 lb.

Evolution: Final Stage

SKILLS

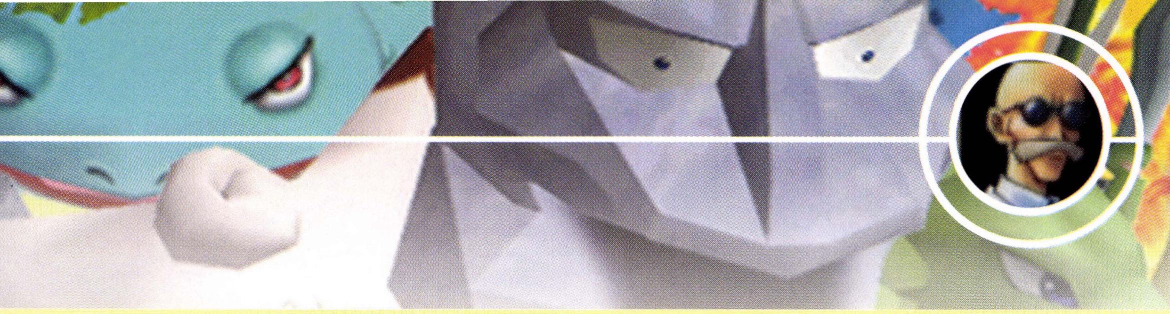
Training Pokémon can be confusing work–especially when you must pick and choose from among many skills. Each Pokémon retains knowledge of up to four skills at a time. To learn more than that, your Pokémon must forget something! Use this list of skills to help you determine which to keep and which to give up.

Name of Skill	TM Number	Type	Power	Accuracy	PP
Absorb	—	Grass	20	100	20
Barrier	—	Psychic	—	100	30
Bide	34	Normal	—	100	10
Bind	—	Normal	15	75	20
Bite	—	Normal	60	100	25
Blizzard	14	Ice	120	90	5
Body Slam	8	Normal	85	100	15
Bone Club	—	Ground	65	85	20
Bonemerang	—	Ground	50	90	10
Bubble	—	Water	20	100	30
Bubblebeam	11	Water	65	100	20
Clamp	—	Water	35	75	10
Comet Punch	—	Normal	18	85	15
Confuse Ray	—	Ghost	—	100	10
Confusion	—	None	50	100	25
Constrict	—	Normal	10	100	35
Conversion	—	Normal	—	100	30
Counter	18	Fighting	—	100	20
Crabhammer	—	Water	90	85	10
Cut	HM01	Normal	50	95	30
Defense Curl	—	Normal	—	100	40
Dig	28	Ground	60	100	10
Disable	—	Normal	—	55	20
Dizzy Punch	—	Normal	70	100	10
Double-edge	10	Normal	100	100	15
Double Kick	—	Fighting	30	100	30
Double Slap	—	Normal	15	85	10
Double Team	32	Normal	—	100	15
Dragon Rage	23	Dragon	40	100	10
Dream Eater	42	Psychic	100	100	15
Drill Peck	—	Flying	80	100	20
Earthquake	26	Ground	100	100	10
Egg Bomb	37	Normal	100	75	10
Ember	—	Fire	40	100	25
Explosion	47	Normal	250	100	5
Fire Blast	38	Fire	120	85	5
Fire Punch	—	Fire	75	100	15
Fire Spin	—	Fire	15	70	15
Fissure	27	Ground	—	30	5
Flamethrower	—	Fire	95	100	15
Flash	HM05	Normal	—	70	20
Fly	HM02	Flying	70	95	15
Focus Energy	—	Normal	—	100	30
Fury	—	Normal	15	85	20
Fury Swipes	—	Normal	18	80	15
Glare	—	Normal	—	75	30
Growl	—	Normal	—	100	40
Growth	—	Normal	—	100	40
Guillotine	—	Normal	—	30	5
Gust	—	Flying	40	100	35
Harden	—	Normal	—	100	30
Haze	—	Ice	—	100	30
Head Butt	—	Normal	70	100	15
Hi Jump Kick	—	Fighting	85	90	20
Horn	—	Normal	65	100	25

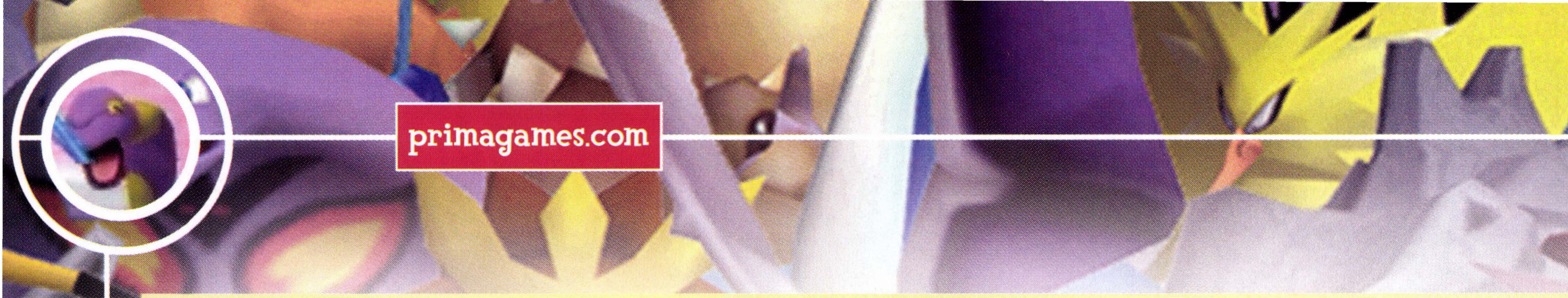


Description
The player absorbs HP from the enemy equal to half the attack up to five times in a row.
Doubles your Pokémon's defense strength.
Your Pokémon loses two to three turns, then attacks the enemy with twice the total damage it received.
Your Pokémon attacks two to five times in a row; the enemy can't counterattack during this time.
Normal attack with a 10% chance of scaring the enemy, making it unable to attack.
Normal attack with a 30% chance of freezing the enemy.
Normal attack with a 30% chance of paralyzing the enemy.
Normal attack with a 10% chance of scaring the enemy, making it unable to attack.
Your Pokémon attacks twice in a row.
Normal attack with a 10% chance of lowering the enemy's speed.
Normal attack with a 10% chance of lowering the enemy's speed.
Your Pokémon attacks two to five times in a row; the enemy cannot counterattack during that time.
Your Pokémon attacks two to five times in a row.
Confuses the enemy.
Normal attack with a 10% chance of confusing the enemy.
Normal attack with a 10% chance of lowering the enemy's speed.
Your Pokémon's element becomes the same as the enemy's.
Your Pokémon inflicts double the damage it receives on its next turn. This works only against physical attacks!
Tends to cause a critical hit.
Normal attack.
Increases your Pokémon's defense.
First, your Pokémon digs into the ground; on the second turn, it attacks.
Prevents one of the enemy's special skills.
Normal attack.
Your Pokémon takes damage equal to one-quarter what the opponent receives.
Your Pokémon attacks twice in a row.
Your Pokémon attacks two to five times in a row.
Increases your Pokémon's chances of evading attacks.
Takes 40 points of damage from the enemy.
While the enemy sleeps, the player absorbs its hit points.
Normal attack.
Normal attack. Has no effect on Flying type Pokémon.
Normal attack.
Normal attack with a 10% chance of burning the enemy.
Destroys the enemy in one hit.
Normal attack with a 20% chance of burning the enemy.
Normal attack with a 10% chance of burning the enemy.
Your Pokémon attacks two to five times in a row; the enemy can't counterattack during that time.
When successful, you defeat the enemy automatically. Has no effect on Flying type Pokémon.
Normal attack with a 10% chance of burning the enemy.
Decreases the enemy's accuracy.
Your Pokémon flies into the air, and then attacks on Turn 2.
Tends to cause a critical hit.
Your Pokémon attacks two to five times in a row.
Your Pokémon attacks two to five times in a row.
Paralyzes enemy, if successful.
Decreases the enemy's attack strength.
Increases your Pokémon's special abilities.
If successful, you defeat the enemy automatically.
Normal attack.
Increases your Pokémon's defense.
Makes the enemy unable to determine whether you are friend or foe. Removes all attack support effects.
Normal attack with a 30% chance of scaring the enemy, making it unable to attack.
If your Pokémon misses, it takes one-eighth the damage it would have dealt the enemy.
Normal attack.

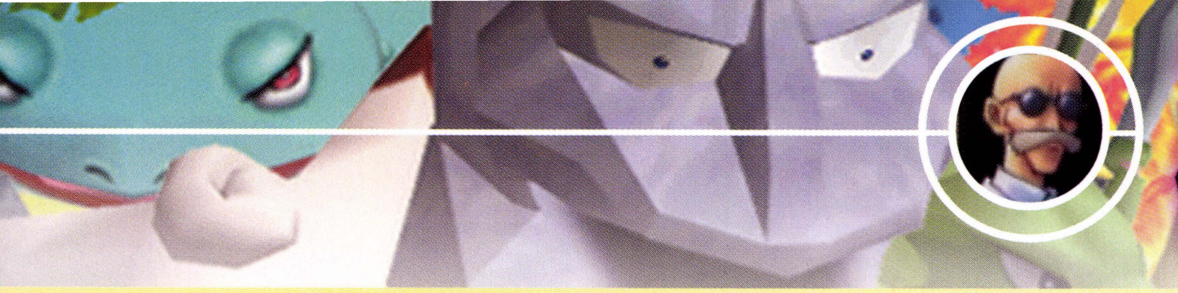
Name of Skill	TM Number	Type	Power	Accuracy	PP
Horn Drill	7	Normal	—	30	5
Hydro Pump	—	Water	120	80	5
Hyper Beam	15	Normal	150	90	5
Hyper Fang	—	Normal	80	90	15
Hypnosis	—	Psychic	—	60	20
Ice Beam	13	Ice	95	100	10
Ice Punch	—	Ice	75	100	15
Jump Kick	—	Fighting	70	95	25
Karate Chop	—	Normal	50	100	25
Kinesis	—	Psychic	—	80	15
Leech Life	—	Bug	20	100	15
Leech Seed	—	Grass	—	90	10
Leer	—	Normal	—	100	30
Lick	—	Ghost	20	100	30
Light Screen	—	Psychic	—	100	30
Lovely Kiss	—	Normal	—	75	10
Low Kick	—	Fighting	50	90	20
Meditate	—	Psychic	—	100	40
Mega Drain	21	Grass	40	100	10
Mega Kick	5	Normal	120	75	5
Mega Punch	1	Normal	80	85	20
Metronome	35	Normal	—	100	10
Mimic	31	Normal	—	100	10
Minimize	—	Normal	—	100	20
Mirror Move	—	Flying	—	100	20
Mist	—	Ice	—	100	30
Night Shade	—	Ghost	—	100	15
Pay Day	16	Normal	40	100	20
Peck	—	Flying	35	100	35
Petal Dance	—	Grass	70	100	20
Pin Missile	—	Bug	14	85	20
Poison Gas	—	Poison	—	55	40
Poison Sting	—	Poison	15	100	35
Poisonpowder	—	Poison	—	75	35
Pound	—	Normal	40	100	35
Psybeam	—	Psychic	65	100	20
Psychic	29	Psychic	90	100	10
Psywave	46	Psychic	—	80	15
Quick	—	Normal	40	100	30
Rage	20	Normal	20	100	20
Razor Leaf	—	Grass	55	95	25
Razor Wind	2	Normal	80	75	10
Recover	—	Normal	—	100	20
Reflect	33	Psychic	—	100	20
Rest	44	Psychic	—	100	10
Roar	—	Normal	—	100	20
Rock Slide	48	Rock	75	90	10
Rock Throw	—	Rock	50	65	15
Rolling Kick	—	Fighting	60	85	15
Sand Attack	—	Normal	—	100	15
Scratch	—	Normal	40	100	30
Screech	—	Normal	—	85	40
Seismic Toss	19	Fighting	—	100	20



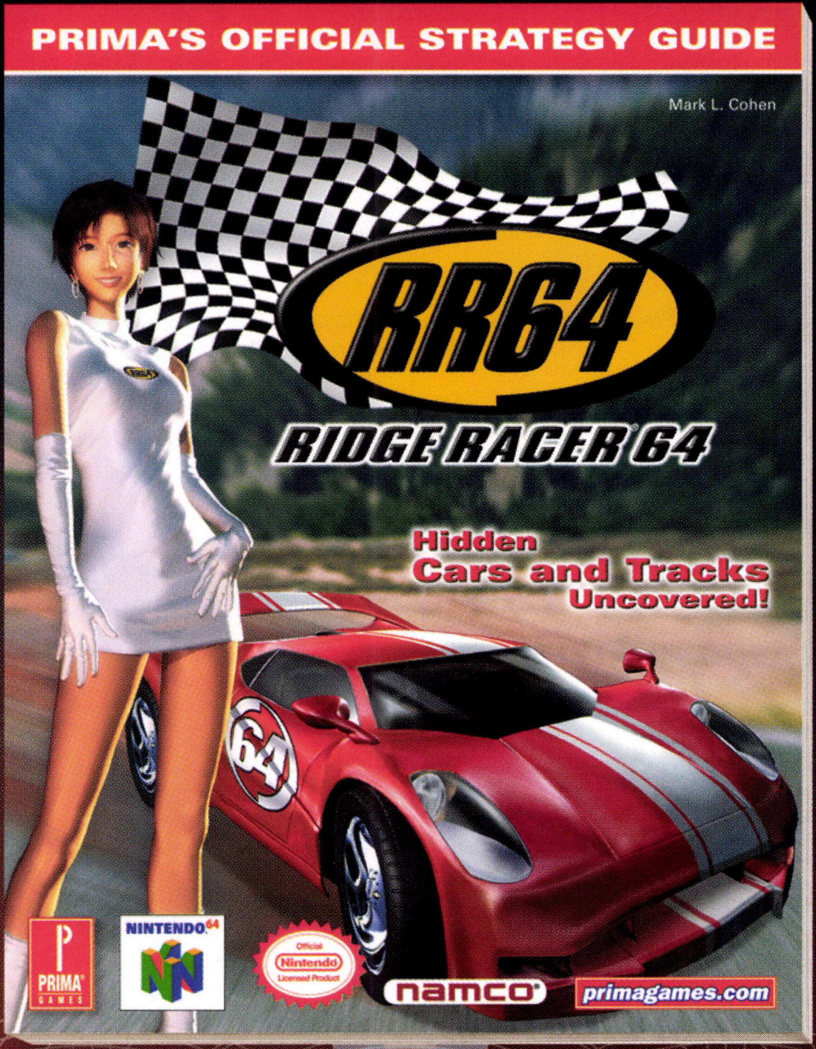
Description
If successful, you defeat the enemy automatically.
Normal attack.
Your Pokémon inflicts a great amount of damage, but loses its next turn.
Normal attack with a 10% chance of scaring the enemy, making it unable to attack.
Puts enemy to sleep.
Normal attack with a 10% chance of freezing the enemy.
Normal attack with a 10% chance of freezing the enemy.
If your Pokémon misses, it takes one-eighth the damage it would have dealt the enemy.
Tends to cause a critical hit.
Decreases the enemy's accuracy.
Absorbs the enemy's hit points.
Your Pokémon absorbs the enemy's hit points every turn.
Decreases the enemy's defense.
Normal attack with a 30% chance of paralysis.
Halves the damage you receive from special attacks.
Puts enemy to sleep.
Normal attack with a 30% chance of scaring the enemy, making it unable to attack.
Increases your Pokémon's attack strength.
Your Pokémon absorbs HP from the enemy equal to half the attack damage.
Normal attack.
Normal attack.
Produces various attacks randomly.
Your Pokémon can use the opponent's attacks.
Shrinks your Pokémon, increasing its ability to evade attacks.
Your Pokémon performs the same attack as the enemy.
Protects your Pokémon from enemy attacks that would lower its abilities.
The enemy takes damage equal to the Pokémon's level.
After the fight ends, the player receives Pokémon currency.
Normal attack.
After the second or third attack, your Pokémon becomes confused.
Your Pokémon attacks two to five times in a row.
If successful, the enemy becomes poisoned.
Normal attack with a 20% chance of poisoning the enemy.
If successful, the enemy becomes poisoned.
Normal attack.
Normal attack with a 10% chance of confusing the enemy.
Normal attack with a 10% chance of reducing the enemy's special skills.
Deals damage to the enemy equal to one-and-a-half times your Pokémon's experience level.
Your Pokémon attacks first without fail.
As the Pokémon takes damage, its attack points increase until the battle ends.
Tends to cause a critical hit.
Pokémon stores power during the first turn, and then attacks during the second.
Your Pokémon recovers half its maximum hit points.
Halves the damage your Pokémon receives. Works only on physical attacks.
Your Pokémon recovers 100% of its HP but loses two turns afterward.
Automatically ends the battle. Works only on wild Pokémon.
Normal attack.
Normal attack.
Normal attack with a 30% chance of scaring the enemy, making it unable to attack.
Decreases the enemy's accuracy.
Normal attack.
Greatly decreases the enemy's defense.
Your Pokémon inflicts damage on the enemy equal to your Pokémon's level.



Name of Skill	TM Number	Type	Power	Accuracy	PP
Self Destruct	36	Normal	200	100	5
Sharpen	—	Normal	—	100	30
Sing	—	Normal	—	55	15
Skull Bash	40	Normal	100	100	15
Sky	43	Flying	140	90	5
Slam	—	Normal	80	75	20
Slash	—	Normal	70	100	20
Sleep Powder	—	Grass	—	75	15
Sludge	—	Poison	65	100	20
Smog	—	Poison	20	70	20
Smokescreen	—	Normal	—	100	20
Softboiled	41	Normal	50	100	10
Solar Beam	22	Grass	120	100	20
Sonicboom	—	Normal	—	90	20
Spike Cannon	—	Normal	20	100	15
Splash	—	Normal	—	100	40
Spore	—	Grass	—	100	15
Stomp	—	Normal	65	100	20
Strength	HM04	Normal	80	100	15
String Shot	—	Bug	—	95	40
Struggle	—	Normal	50	100	—
Stun Spore	—	Grass	—	75	30
Submission	17	Fighting	80	80	25
Substitute	50	Normal	—	100	10
Super Fang	—	Normal	—	90	10
Supersonic	—	Normal	—	55	20
Surf	HM03	Water	95	100	15
Swift	39	Normal	60	100	20
Swords Dance	3	Normal	—	100	30
Tackle	—	Normal	35	95	35
Tail Whip	—	Normal	—	100	30
Take Down	9	Normal	90	85	20
Teleport	30	Psychic	—	20	20
Thrash	—	Normal	90	100	20
Thunder	25	Electric	120	70	10
Thunderbolt	24	Electric	95	100	15
Thunderpunch	—	Electric	75	100	15
Thundershock	—	Electric	40	100	30
Thunder Wave	45	Electric	—	100	20
Toxic	6	Poison	—	85	10
Transform	—	Normal	—	100	10
Tri Attack	49	Normal	80	100	10
Twineedle	—	Bug	25	100	20
Vicegrip	—	Normal	55	100	30
Vine Whip	—	Grass	35	100	10
Water Gun	12	Water	40	100	25
Waterfall	—	Water	80	100	15
Whirlwind	4	Normal	—	85	20
Wing	—	Flying	60	100	35
Withdraw	—	Water	—	100	40
Wrap	—	Normal	5	85	20

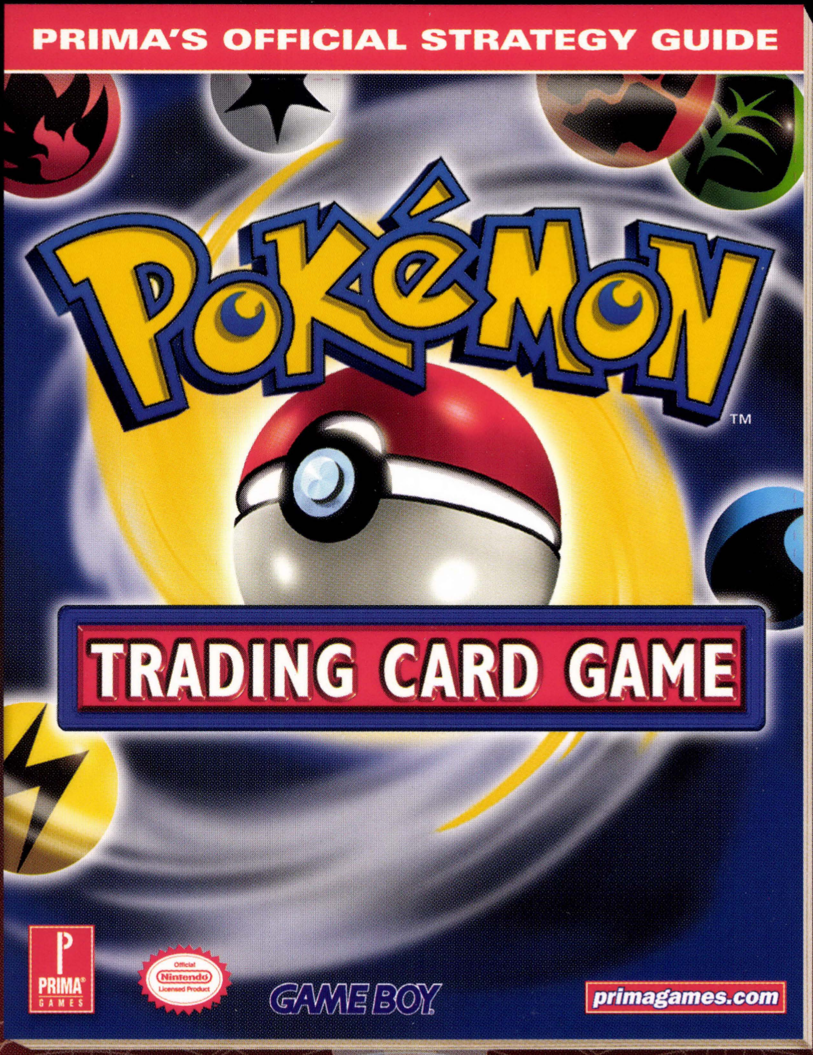


Description
Highly damaging attack that causes the Pokémon that uses it to faint, taking it out of the battle.
Increases the Pokémon's attack strength.
Puts the enemy to sleep.
Your Pokémon ducks its head during Turn 1 and attacks for Turn 2.
Gathers strength for a turn and attacks during the next.
Normal attack.
Tends to cause a critical hit.
Puts enemy to sleep.
Normal attack with a 40% chance of poisoning the enemy.
Poisons enemy if successful.
Decreases enemy's accuracy.
Your Pokémon recovers half its maximum hit points.
Stores solar power for the first turn, and then attacks on the second.
Always does 20 points of damage to the enemy.
Your Pokémon attacks two to five times in a row.
Your Pokémon jumps. Nothing happens.
Puts the enemy to sleep.
Normal attack with a 30% chance of scaring the enemy, making it unable to attack.
Normal attack.
Decreases the enemy's speed.
Your Pokémon can use this technique if all its PP is gone. It receives one-quarter the damage it deals.
If successful, the enemy may be paralyzed.
Your Pokémon takes damage equal to one-quarter what the opponent receives.
Pokémon clones itself. With each duplicate, it takes one-quarter the original Pokémon's HP and applies it to the duplicate.
Halves the enemy's hit points.
May confuse the enemy, if successful.
Normal attack.
Attack hits 100% of the time.
Increases Pokémon's attack strength.
Normal attack.
Decreases the enemy's defense.
The player takes damage equal to one-quarter what the enemy receives.
Teleports Pokémon out of battle, ending it. Doesn't work against Trainers!
On its second or third turn, your Pokémon becomes confused.
Normal attack with 10% chance of paralyzing the enemy.
Normal attack that paralyzes the enemy.
Normal attack with 10% chance of paralyzing the enemy.
Normal attack with 10% chance of paralyzing the enemy.
Paralyzes the enemy.
Poison damage increases every turn.
Your Pokémon becomes the same as the opponent's Pokémon.
Normal attack.
The player's Pokémon attacks twice in a row with a chance of poisoning the enemy.
Normal attack.
Normal attack.
Normal attack.
Normal attack.
Automatically ends the battle. Doesn't work against other Trainers.
Normal attack.
Increases your Pokémon's defense.
Your Pokémon attacks two to five times in a row.


PRIMA'S OFFICIAL STRATEGY GUIDE
Mark L. Cohen
RR64
RIDGE RACER 64
Hidden
Cars and Tracks
Uncovered!
PRIMA GAMES
NINTENDO 64
Official Nintendo Licensed Product
namco
primagames.com

WE'VE GOT STRATEGY COVERED

PRIMA® GAMES


PRIMA'S OFFICIAL STRATEGY GUIDE
POKéMON™
TRADING CARD GAME
PRIMA GAMES
Official Nintendo Licensed Product
GAME BOY
primagames.com

WE'VE GOT STRATEGY COVERED

PRIMA® GAMES

U.S. $12.99 Can. $17.95 U.K. £9.99

Electronic Entertainment
Platform: Nintendo 64

Become Master of the STADIUM

BLASTOISE
L62 OK
HP: 78/209
parasect
100 OK
HP: 270/270
PIKACHU
L25 PARALYZE
HP: 39/ 64
BELLSY
L25
HP: 0/ 60
End Battle!
TRAINER
A BATTLE B POKéMON S RUN
RAICHU
L15 OK
HP: 47/ 47
MIMESS
L15 OK
HP: 2/ 42
A BATTLE B POKéMON S RUN
LASS

In-depth battle tactics

Stats for every Pokémon—from Bulbasaur™ to Mew™

Every exclusive secret revealed

Strategies for each battle mode and minigame

Complete Pokédex featuring all 151 Pokémon

Comprehensive Skills list

Pokémon Stadium™ ©1995-2000
Nintendo/Creatures inc./GAME FREAK inc.

ISBN 0-7615-2278-6
9 780761 522782 51299
0 86874 52278 7

The Prima Logo and Prima Publishing ® are Registered Trademarks of Prima Communications, Inc.

PRIMA® GAMES
primagames.com